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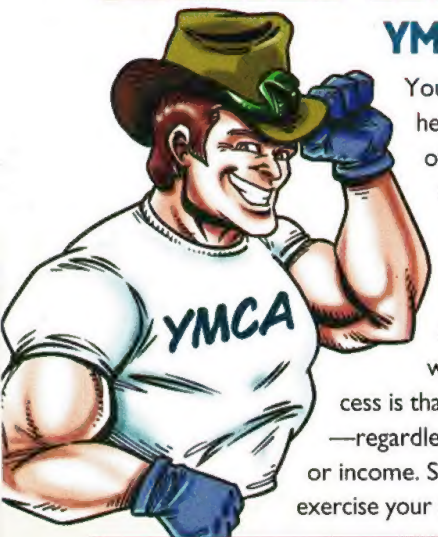

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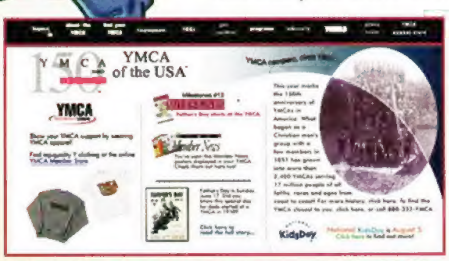

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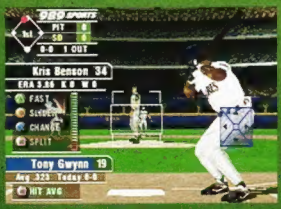

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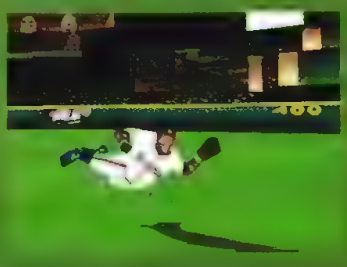

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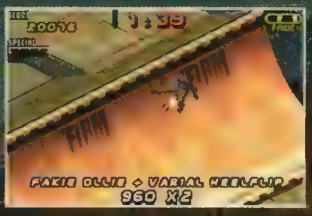

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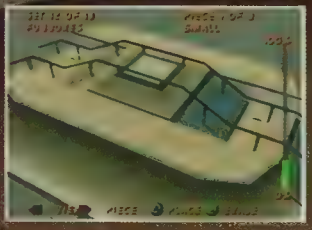

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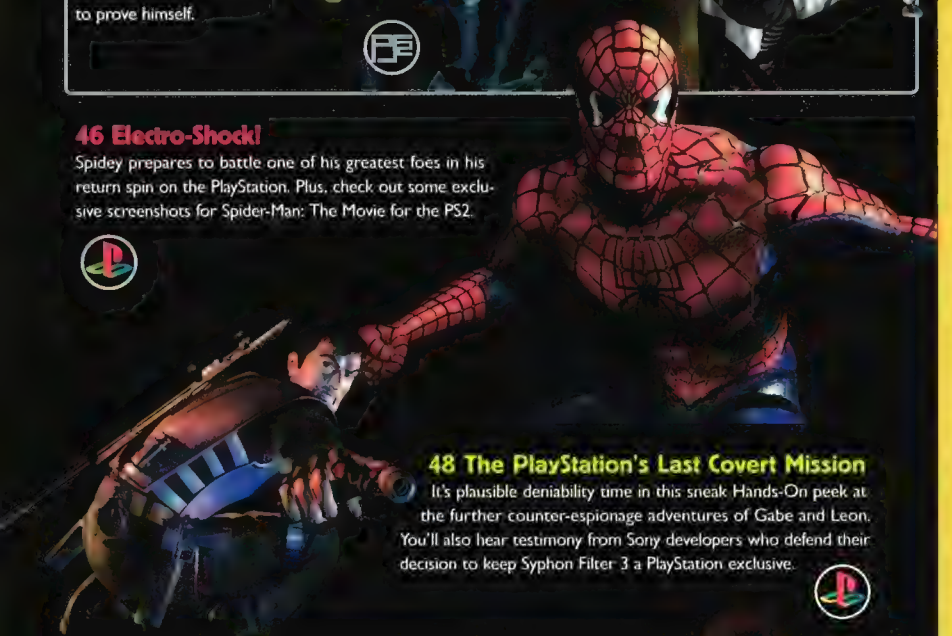

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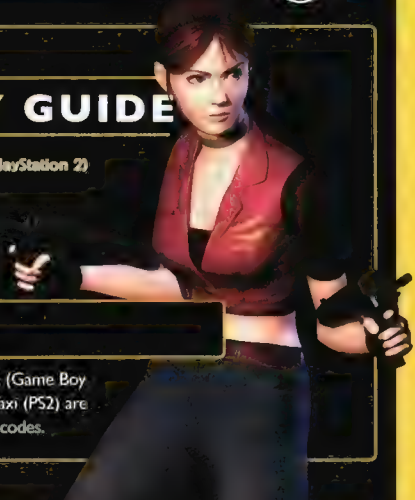

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S.W.A.T. PRO

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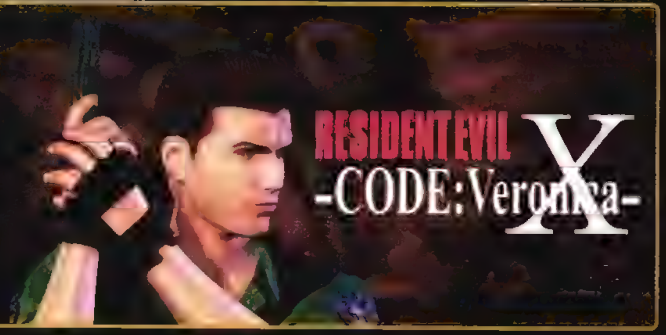

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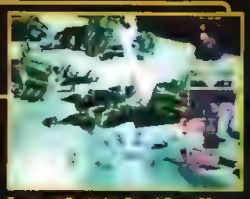
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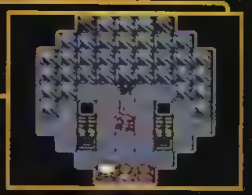
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Go to GamePro.com for reviews and previews of all the hottest games for the PlayStation 2, GameCube, Dreamcast, N64, PlayStation, and PC. Enter contests to win awesome prizes, find the latest cheats, print out strategies, and chat with a different GamePro everyday.

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Editor's Letter

2+1 = Too Cool!

Even the marketing "visionary" who hit on the idea of pasting numbers at the end of hit titles to identify sequels couldn't have anticipated the binary logjam shaping up with video games that are due out this fall. But with the PlayStation 2, GameCube, Xbox, and Game Boy Advance all preparing for major holiday advertising assaults as the video-game war hits critical mass, publishers and developers have decided that building a plan around proven games and keeping the sequel titles simple for the masses is a pretty savvy idea.

This issue, for example, *GamePro* is showcasing Soul Reaver 2 and Blood Omen 2 for the PS2. These dark, scary, blood-chilling sequels to Eidos's Legacy of Kain series look ready to keep every vampire fan...uh...satisfied.

For wannabee web-slingers, Activision is bringing Spider-Man 2 Enter: Electro for the PlayStation. Spidey (and you) will thus get a chance to face off with one of the greatest Spider-Man villains of all time—as an added treat, Uncle Dust has a sneak peek for you of the new Spider-Man: The Movie PS2 game.

This issue's "2s" parade doesn't end there. Other sequels in the pipeline include Super Street Fighter II Turbo Revival (Game Boy Advance), Star Wars Jedi Outcast: Jedi Knight II (PC), Shenmue II (Dreamcast), along with Silent Hill 2, Silent Scope 2, Time Crisis 2, Onimusha 2, and Grandia II (all for the PS2)...and Syphon Filter 3, natch.

Technically, Madden NFL 2002 for the PS2 also deserves mention here, if just for another gratuitous number "2" listing; but that, of course, would be just "two" much, particularly considering it's coming out for... five systems.

The GamePros
San Francisco, CA
letters@gamepro.com

HEAD2HEAD

Hand on the Run

I was reading through your May issue when I noticed that Nintendo has a popular handheld system, the Game Boy, and is making another. I noticed that Sega's decade-old Game Gear is making its way back to shelves this year, too. I was wondering if Sony will come out with a handheld system as well.

▶ Travis Alvarado—Bowmansville, N.Y.

In Japan, Sony did have a handheld—sort of. The PocketStation was a PlayStation memory card with an LCD screen, similar to Sega's Dreamcast VMU. Final Fantasy VIII took advantage of it, storing data to it like a memory card and offering mini-games, but the PocketStation was never marketed as a stand-alone handheld system, so maybe it doesn't compare to a cartridge-based machine. You may be able to find one through an import game store. Right now, Sony has its hands full with the PS2 and all the promises that go with it: the broadband support, more first-party games, fending off Microsoft's attacks, all that stuff. Sony might be able to compete against Nintendo with a handheld system, but it's a huge risk. Just ask Sega, SNK, Bandai....

We Have Met the Enemy and He Is Us

Why are all of the Sony fanboys talking so much against the Xbox? Oh yeah, they're scared! Most fans of the PS2 think that Microsoft is going to reduce gaming to ruins, but if Microsoft does anything, it will be to help the game industry. Get educated about the Xbox, people, and then you can talk all the smack you want; until then, play your PS2s. Aren't you mad that you people actually bought the thing? If some Dreamcast games look and play better than PS2 games, just picture how the Xbox will crush it. After E³, all of you "POS2" fans will be speechless and running to stores to put a down-payment on an Xbox.

▶ ElTandy—Via Internet

Some people don't understand that when big companies compete, gamers win. Competition is healthy because people start working hard to create the best games for whatever system they support, so gamers witness a lot of innovation in a short amount of time. That said, you mock the Sony "fanboys," but you seem awfully bullish on a system you haven't even played yet. Your narrow-minded attitude is no better than that of the people you criticize.

And Those Ming Vases Are Crap, Too

In your June issue's Dreamcast Survivor's Guide, a question goes like this, "So what it comes down to is that I paid either $200 or $149 or $99 for a doorstop?" My answer is, "Yes—I paid $200 for a doorstop." If the system isn't being made anymore, then no, it is not fun to play with it; if they stop making Sega Dreamcast games, then yes, it is a doorstop. I'm sure people don't want play the same game every time they use their Dreamcasts. I'm sure I wouldn't want to play the same games every time I played with the system. So Sega needs to come out with some new games and not quit making them.

▶ Kevin—Via Internet

We're very, very sorry to hear you say that, Kevin—and we couldn't disagree more. We have tons of old systems lying around—SNES, Genesis, even the Atari 2600—none of which have new games coming out for them, yet none are doorstops. If you think they're no longer fun simply because they're not being made any more, then maybe you're playing games for the wrong reason? It's not about being cool or hip or new—it's about enjoyment. Besides, haven't you ever heard of classic cars? They don't make the Lamborghini Countach anymore, yet, by your logic, that means it sucks. Should we throw away the company car?

Caution—Falling Prices

Now that Nintendo has announced the GameCube will launch at $199, will Sony be forced to reduce its PS2 price to keep up?

▶ Eduardo918—Via Internet

When you're a big company like Sony, you don't allow your competitors to "force" you into anything. However, PS2's year-long lead on the Xbox and GameCube does have many people predicting (or at least hoping for) a PS2 price drop. The PS2 could go down $20, $50, $100—or not at all. Wasn't it not too long ago that the machines were selling for way more than list price and stores couldn't keep the things in stock? The price has already dropped in Japan, though. Because both the GameCube and Xbox are coming out in early November, people should start paying attention in late October to see if Sony busts a move in the U.S.

Mario's Better Half?

I'm just sick of these Mario games that humiliate Luigi. In Super Smash Bros., why is Luigi getting beat by Mario? In Mario Golf, why do they show

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A Note to Parents: The Jurassic Park films are rated PG-13. Consult www.filmratings.com for further information.

KONAMI

Luigi hitting the ball out of bounds and everyone laughing at him? Why is Luigi not in Mario 64? And the only game he's starred in to date is called Mario Is Missing! When I read about Luigi's Mansion, they showed Luigi being scared by ghosts. Luigi is scared of no one! Is Luigi going to get some respect, or is he going to have to send Mario to an early grave? Mario is a loser.

▶ **Shaka Dilliehunt–El Cerrito, CA**

Sounds like you have a serious case of Mario Envy. You may never make peace with it, but Luigi's Mansion is actually the perfect opportunity for the guy with the green overalls to step out from Mario's massive shadow. And if it makes you feel any better, Luigi not only wins the mansion in a contest (that's something positive, isn't it?), but Mario was supposed to scope it out first and disappeared. Luigi is the one who takes matters into his own hands when Mario fails. How proactive! How assertive! How about you worry about something else?

As the World Series Turns

I purchased two PS2s in October, expecting them to be able to use link cables. Why did Sony leave that out? Also, why does World Series Baseball always come out at the end of summer? Sega hasn't released that game on time since the days of the Genesis.

▶ **The Great AC–Largo, MD**

Sony didn't leave out link cable support, they just updated it. That little i.Link port on the front of the machine is your new link cable port. Unreal Tournament supports four-player matches via i.Link cables; check your collection for others. As for WSB, the first Dreamcast game was rather crappy, so Sega delayed it for a few months, presumably hoping that it would somehow ripen into a great game. It didn't. That misstep put the series on a late-July release schedule for the next year. Now Visual Concepts is overhauling the game for 2K2, so as long World Series Baseball is out by, say, the World Series, they're probably in the clear.

Domo Arigato?

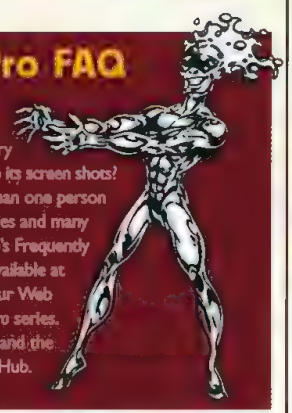
My friend told me in the year 2005 all PlayStation 2s will turn into robots and take over planet Earth. Is this true?

▶ **Gonzo Garbanzo–Carson, CA**

Well, yeah—check your instruction manual, it's in there. But regardless, we hope for your sake that you're using a fake name.

The GamePro FAQ

We receive many of the same questions over and over: "Whatever happened to Scary Larry? How does *GamePro* do its screen shots? Why don't you have more than one person review a game?" These queries and many more are tackled in *GamePro*'s Frequently Asked Questions list, now available at **gamepro.com** as part of our Web site's exclusive Inside *GamePro* series. You can find Inside *GamePro* and the *GamePro* FAQ online in The Hub.



Do you ever get a strange urge to communicate with the writers of *GamePro*?

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uncle_dust@gamepro.com
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WHO WANTS TO BE A

sit-at-home contestant who faces mind bending questions, orders in Chinese food and then, while taking a bathroom break to ponder the advantages of certain lifelines over others, realizes that you could always just push pause and look up the answer on the Internet, but knows that because you're at home, there's no need to worry about making a fool of yourself on national TV and besides, just like on the actual show, you really don't stand a chance of ever becoming a

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BUYERS BEWARE

By The Watch Dog

September is back-to-school month, and as three consoles are set to battle for the new-school crown, the Watch Dog answers questions about the owners of the old-school crown, the Dreamcast and the PlayStation.

Q Now that there are no more Dreamcasts, what happens if one breaks? Who will fix it? What if it needs new parts? I don't own one yet, but I don't want to blow $100 on something that can't be kept going.

Mike Wilson—Via Internet

A A Sega spokesperson responds: "The warranty will still be honored. Sega will continue to support the Dreamcast. A new Dreamcast warranty lasts 180 days. Refurbished units are 90 days. After the warranty period, customers can still have their units repaired for $70 (price may vary in the near future). For more information about the warranty, please check Sega.com."

The Watch Dog adds: There you have it, Mike. By the way, I don't think there's any way you could "blow" $100 on such a great system with so many quality games. It's a steal at that price. You should keep in mind, though, as Dreamcasts are no longer being manufactured, Sega will eventually run out of parts—perhaps not for several years but eventually. So if you're really worried about long-term parts and service for your Dreamcast, buy two of them. You'll still be paying only what the system cost a few months ago, that is, only $30 more than it would cost to have your Dreamcast fixed after the warranty has expired. And according to Sega, the cost for repairs may go up in the future, anyway. But don't wait too long, as there are only so many unsold Dreamcasts left; well, actually there were still quite a few at press time (Sega said about 1.5 million, as compared to the 6 million it has sold worldwide).

Q When I switch on my Dreamcast, most of the time it either freezes at the logo screen, or displays the start-up menu and says, "Please insert disk." When I do, the machine says, "No disk inserted." I've tried cleaning my disks and looking under the disk tray for dust, yet nothing seems to work. Can you help me?

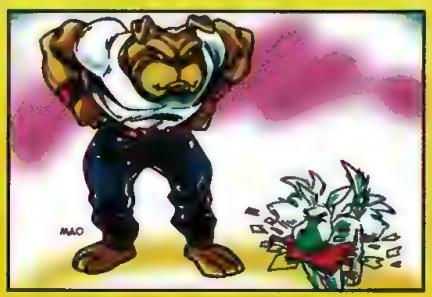
Scott Ladner—Gulfport, MS

A A Sega rep responds: "It sounds like your Dreamcast's lens needs to be cleaned. Take a dry, clean Q-tip (cotton swab) and swab the lens. If that doesn't work, you might purchase a lens cleaner, which can be purchased at most music stores. Also, make sure your game disks don't have any scratches or smudges."

The Watch Dog adds: If this doesn't work, you probably need to send in your Dreamcast for repair or exchange. Call Sega (800/872-7342) for a work authorization number, the address of the nearest service center, and, if your warranty has expired, an estimate of the repair costs.

Q I have a PlayStation and I had an accident involving four of my instruction booklets (Auto Destruct by Electronic Arts; Armored Core: Project Phantasma by Agetec; Maximum Force by Midway Home Entertainment; and Destrega by Koei)—and some dirty water. I called Sony to see if I could replace the manuals. Sony had helped me in the past with a similar matter and had sent me replacement books for free, which was great. The above mentioned games, however, aren't made by Sony. Sony gave me the phone numbers for each company, except Koei because Sony didn't have it. The phone number for Agetec was incorrect. Sony did apologize for this, but it didn't have any other numbers for Agetec. Unfortunately, I haven't been able to reach the right person at Midway, but I'm still trying. EA expects me to pay $5 for a replacement manual. Why should I? I paid for the game, not the book.

Crystalguardian7—Via Internet



A The Watch Dog responds: I hate to rain on your righteous parade, Crystalguardian7, but you did pay for the book, and, well, you destroyed it. You can't expect game companies to replace your manuals every time "some dirty water" occurs. Almost all game publishers will provide you with replacement manuals, but nearly all will charge you a modest fee. It costs money to print the extra manuals and send them to you. Sony gets a pat on the back for having given you free manuals in the past, though that was above and beyond the call of duty. But shame on Sony for not having the correct contact info for its third-party publishers. Also, don't be surprised if you can't obtain manuals for old games or games by publishers who have gone belly up or been swallowed up by Infogrames or Ubi Soft, er…I mean by some other company. As for replacing the manuals for Maximum Force and Destrega, below are the addresses for Midway and Koei.

Midway Home Entertainment Inc.
Consumer Service (Manual)
P.O. Box 2097
Corsicana, TX 75110

Koei Corporation
500 Airport Blvd, Suite 425
Burlingame, CA 94010

The manual from Midway costs $2.50, and the one from Koei $5, including shipping. Be sure to include a check or money order for the amount, plus a letter with your name, address, and phone number, along with the name and system of the game for which you need a manual. For future reference, the number for Midway is 903/874-2683, and the number for Koei is 415/348-0500. We couldn't find an address to order the manual from Agetec, nor did we get a response to our e-mails or phone messages. If you want to try on your own, Agetec's phone number is 408/736-8001 and its e-mail is gamemaster@agetec.com. Judging from our experience, Agetec will take a long time, perhaps several weeks, to respond to a customer service question, but it will eventually respond.

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At *GamePro*, listening is what we do best. When you have a problem with a product or feel you've been ripped off, we want to know. Write to:

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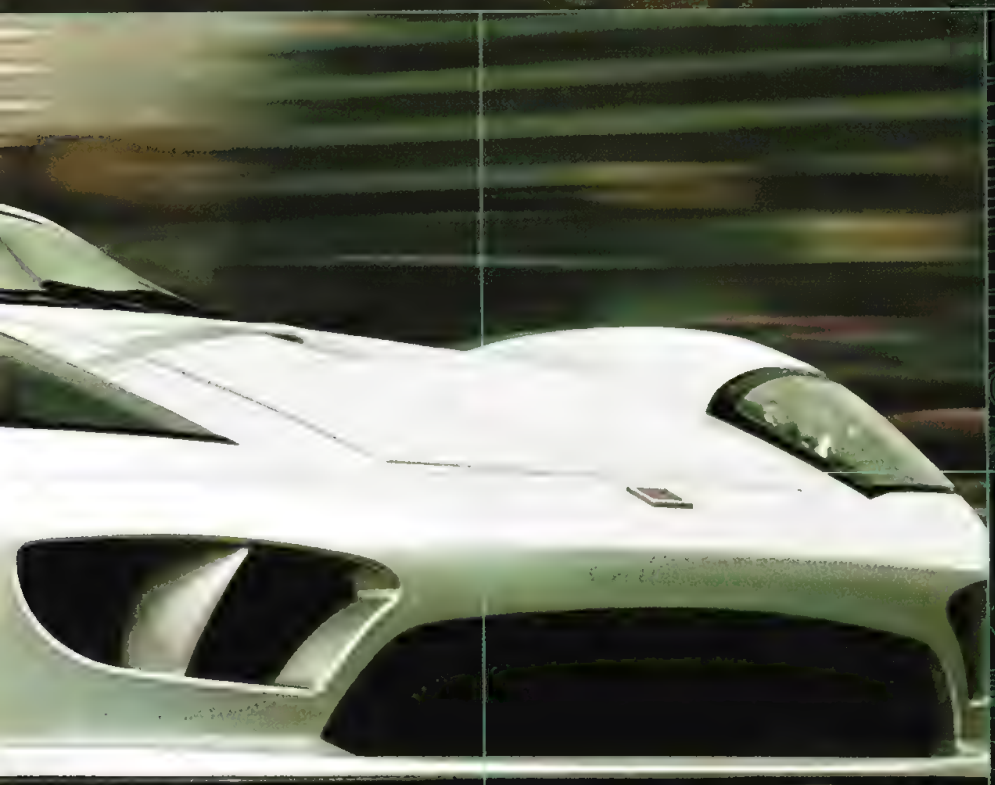

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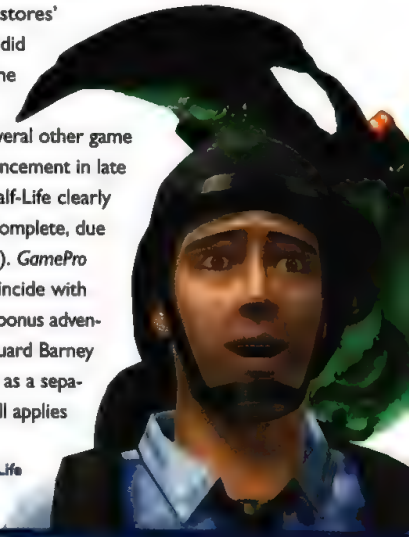
HALF-LIFE: ALL-DEAD

Sierra cancels Dreamcast title due to "changing market conditions"

In a crushing blow to Sega's hungry fanbase, Sierra announced in mid-June that the completely reworked version of Half-Life for the Dreamcast had been officially cancelled. The company's one-line statement read, "Sierra regrets the cancellation of Half-Life for the Dreamcast due to changing market conditions." No further details were divulged.

Rumors of the game's demise began to spread in earnest in late May, when retailers told consumers that their preorders were cancelled, that the game listing had been removed from the stores' inventory lists, and that the game would not be released. However, Sierra did not confirm the game's cancellation for another two weeks, during which time many thought Sierra might offer the game through its own Web site.

Sierra is hardly the only publisher to pull the plug on Dreamcast games; several other game companies halted Dreamcast development shortly after Sega made its announcement in late January. But maybe the most disappointing aspect of the situation is that Half-Life clearly wasn't killed because the programmers couldn't finish the job; the game was complete, due to the efforts of three development teams (Valve, Gearbox, and Captivation). *GamePro* not only ran a review of Half-Life for the Dreamcast in our June issue (to coincide with the game's expected release), but also offered a strategy guide for the disc's bonus adventure, Blue Shift, in July. Blue Shift, in which players assume the role of security guard Barney during an accident at the Black Mesa Research Facility, has since been released as a separate PC add-on pack for the original Half-Life (and *GamePro*'s strategy guide still applies to the PC version of the game).



▶ **The seemingly sure-fire hit, Half-Life for the Dreamcast, is no more.**

NEWS BITS

Crouching Tiger Games

In movie news, Ubi Soft snagged the rights to *Crouching Tiger, Hidden Dragon*. Ang Lee's martial-arts tragic love story won four Academy Awards last year, including Best Foreign Language Film. Ubi Soft announced plans for *Crouching Tiger* games on the PlayStation 2, GameCube, Xbox, Game Boy Advance, and PC. A launch date of spring 2002 is planned.

PS2 Brewing Java

It's sort of a footnote to the rest of the PS2's aggressive online plans, but in addition to AOL, Netscape, Cisco, Flash, and RealPlayer, Sony's superconsole will support Java content. The ubiquitous online programming language powers tons of free games, chat rooms, and other applications on the Internet—so, in truth, Web surfing would be kind of crippled without Java support. Java should be ready for the PS2 by the end of the year.

Phoenix 3rd Edition

Before *The First Quarter*, there was *Phoenix: The Fall and Rise of Video Games*, Leonard Herman's chronological study of video game history. The book has just been upgraded to a third revision and features a foreword by Ralph Baer, inventor of the very first home video-game system, the Odyssey. The book, which covers the industry through the year 2000 and has dozens of new photographs, can be ordered directly from Rolenta Press for $24.95. Contact rolenta@aol.com for details.

DBZ ON GBA

Fans of Cartoon Network's outrageously popular *Dragon Ball Z* have been impatiently waiting for details on the forthcoming video games ever since Infogrames' January licensing announcement. While slightly more than nothing was shown to the public at E^3, Infogrames did confirm a Game Boy Advance DBZ title a few weeks after the show. The Legend of Goku is touted as "an action/adventure game complemented by engaging role-playing elements" with a core objective to save Earth from the Saiyans and the galaxy from power-mad Frieza. As players progress on a journey to rescue Goku's kidnapped son, they'll complete side-quests and, of course, beat the stuffing out of their foes in fight sequences. The game is being developed by Webfoot Technologies, but no release date has been announced. When *GamePro* has more information and some screen shots, rest assured that you'll see them with all speed!

SONY ADJUSTS PS2 PRICE

If you've already saved $299, don't go to the store just yet—you'll need to pony up an extra $30, at least for the time being. Sony has discontinued the core unit of the PS2 at retail "for an undetermined amount of time," according to SCEA Senior Sales Vice President Jack Tretton, to make way for a $329 bundle that comes with Gran Turismo 3.

"We feel that GT3 is a title that defines what the PlayStation 2 game experience is, and we want to bring that experience to as many consumers as possible," Tretton said. "They'll save $20 over what they'd spend for the PlayStation 2 and GT3 separately."

Of course, stores may still have $299 boxes in stock; if not, GT3 will be a mandatory buy until further notice. Since the crucial, price-focused holiday season is looming, it's unlikely that this bundle will be the only PS2 retail option for terribly long—but check with your store before you buy.

Gran Turismo 3 will come bundled with every PS2 for an extra $30—for the time being, anyway.

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System Link Advance+

Rating: 4.0

You know what the world needs? Simplicity. Blaze's new link cable adds a bit more: The System Link Advance+ connects two Game Boy Colors, Advances, or a mix of the two, so you can stay truly backward compatible with friends who still have an older system. Tests using Super Mario Advance, Tetris DX, and good ol' Pokémon Red & Blue went off without a hitch. The cable also includes a hub for proper GBA multiplayer links. It's not necessarily any better than similar multisystem cables out there, but it's no worse either.

Price: $9.99.
Contact: Blaze, 847/593-5740, www.blaze-gear.com

Best-Selling Video Game Titles: May 2001

	TITLE	PLATFORM	PUBLISHER
1	The Legend of Zelda: Oracle of Seasons	GBC	Nintendo
2	The Legend of Zelda: Oracle of Ages	GBC	Nintendo
3	Mario Party 3	Nintendo 64	Nintendo
4	Myst III: Exile	PC	Ubi Soft
5	Red Faction	PlayStation 2	THQ
6	The Sims: House Party	PC	Electronic Arts
7	Black & White	PC	Electronic Arts
8	The Sims	PC	Electronic Arts
9	Pokémon Stadium 2	Nintendo 64	Nintendo
10	Pokémon Silver	GBC	Nintendo

Source: NPD TRSTS Video Games Tracking Service

STATIC

...Wolfenstein... Return to Castle Wolfenstein... Yes, it's official: Sierra canceling Half-Life for the Dreamcast is The Stupidest Thing Ever. You've got a complete game—and an excellent one that really does deliver on its promises—which would be a gorgeous swan song for Sega's system. Don't want to do a wide release because the retailers finally called your bluff? Fine. Do a limited run with no marketing and let the fans fight over each other to order it by mail/online. Make, say, 300,000 copies and you have a guaranteed sell-out. Hey, stockholders—how do you intend to make any money if Sierra kills its best products? • After the big GBA launch, Sony issued this official statement: "While Nintendo must be commended for the sales of its machine, in reality the PlayStation 2 sold three times as fast when it was initially launched—and we could have sold as many as three times the amount we achieved had we anticipated the demand." Sony didn't *anticipate demand*? What about "We couldn't make them fast enough"? You mean Sony had machines sitting in the back room but figured nobody would buy them? That's its story now? • Uh, not to make you nervous, but this issue has more Dreamcast reviews and N64 reviews than PlayStation reviews. Heck, there are two N64 games in the top 10 sales list to your left and none for the PlayStation. Maybe the 32-bit pool is drying up quicker than we thought. • SSFII GBA ...SSFII GBA ...SSFII GBA

SEGA AND SONY HOOK UP ONLINE

While lots of Sega fans may be sorry to see the Dreamcast discontinued, the move does free up the company to do some more innovative things—such as joining the Dreamcast and PlayStation 2 on the Internet. In early June, Sega announced plans to make not only more online games for the Dreamcast in Japan, but also to make those same games for the PlayStation 2 shortly thereafter—and because both consoles will have online access, gamers will be able to play against each other online. Specific titles were not named in the Reuters report, and it's unknown if Sega and Sony have the same plans for American gamers. Stay tuned—this could be interesting.

Sega and Sony plan to link their consoles online in Japan

HIDDEN CHARACTERS

When we last left SPIDER-DAN, he had been captured by the evil genius MAJOR MIKE and taken to his secret underground lair...

Ha! There's no escape from the SawMaster 2000...!
You'll never get away with this, Major!
Now you're getting the idea.
Uh, no, really, Mike--I can't get off this thing.
Not in my comic
But the good guy always wins!

Babble: Auch 'n Amrich Doodles: Mao

In ancient Egypt
the Pharoahs played
a game so powerful,
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away for a Millennia.
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has released the magic.
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SO YOU WANT TO BE A JEDI?

Been thinking of giving online role-playing a try? Maybe it's time you gave in to the seductive lure of the Dark Side.

By Star Dingo

FIND OUT MORE ONLINE

STAR WARS GALAXIES

WHY BE just another "chaotic neutral magician" when you can live life as a bad-ass Dark Jedi? That's the question LucasArts and Sony Online are asking with Star War Galaxies, their ambitious joint foray into the crowded realm of massively multiplayer online role-playing games (MMORPG). With the whole *Star Wars* universe at their disposal, LucasArts and Sony are betting it's the only RPG you'll ever need.

A New Hope

Galaxies will enable you to choose one of eight *Star Wars* races, from Wookiee to Mon Calamari, and will then unleash you into the *Star Wars* universe during the Galactic Civil War, just after the destruction of the first Death Star in *Star Wars IV*. From there, you'll decide whether you want to support the Rebellion as an interstellar smuggler—or start a quilt-making club for right-handed Imperial nerf-herders on Tatooine. Galaxies will let you develop your character in any way you wish by assigning points to the skill branches of combat, craftsmanship, and politics.

Because Galaxies will be populated by players like you, it will be totally open-ended. Hey, who knows... maybe he could be your father.

Shadows of the Empire

Galaxies is being developed by Verant Interactive—the same team responsible for EverQuest—but they're doing their best to make sure this isn't just EQ. The Wookiee Years. Veterans of both Ultima Online and EQ are on the Galaxies team, hopefully ensuring that the mistakes of the past won't be repeated.

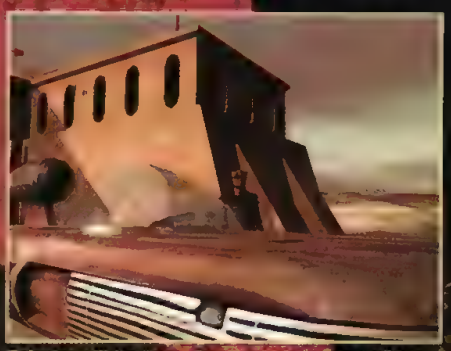
One of the dev team's primary goals is to eliminate the tedium of the MMORPG lifestyle, including such EQ nightmares as corpse recovery and painfully slow stat recovery. Player vs. Player combat—a notorious sore spot, especially in Ultima Online—will be handled with extreme care, focusing on story-driven faction conflicts, with a strict penalty system for those who dare break the laws of the land. Player land ownership will be included, too, but Verant wants to ensure Naboo doesn't become the suburban wasteland that UO's Britannia eventually became.

Travel to Tatooine, Naboo, and never-before-seen worlds from the expanded *Star Wars* novel-and-comic-book universe.

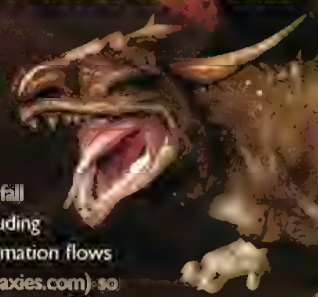
Your Destiny. It is!

While Star Wars Galaxies is still far, far away (LucasArts anticipates a fall 2002 release), plans are already underway for much, much more, including an expansion pack focusing on space travel and starship combat. Information flows freely and regularly at the official Galaxies Web site (www.starwarsgalaxies.com) so check it out...and prepare to watch your free-time go the way of Alderaan.

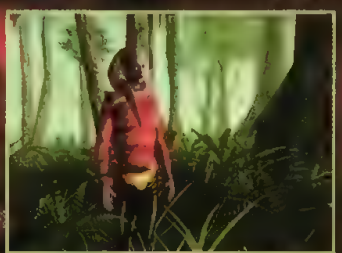
Choose to be Wookiee, Human, Zabrak (Darth Maul's race), Bothan, Rodian, Trandoshan, Twi'lek, or even the delicious-looking Mon Calamari. Mee-sa sorry, but no Gungans...yet.



Galaxies will be "zone-free"—which means walking between different sections of a planet will be seamless and devoid of those pesky "Loading..." screens.



No, you can't be R2D2 or C3PO. But you might run into them—or any other famous *Star Wars* character—while out on the town.



Unsanctioned player-killing will be authorized only in Wild Zones. Fortunately, the boundaries between safety and danger will be clearly marked.

Star Wars Galaxies will let you live the simple life of a moisture farmer or shopkeeper—and that anyone will, of course.

Want to be a Jedi? So be it. Just know that the path is difficult...and that choosing the Dark Side will lead to animosity from the world at large.

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  Romp across the battlefield as a huge monster with powerful attacks!
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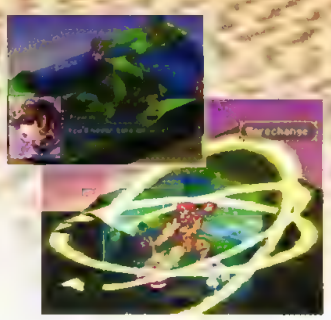
  The heavens will support you and provide protection and power!
- ***Character Customizing***
  Add special abilities and improve character attributes!
- ***Magic***
  Magic turns the tide of battle! Effects range from beneficial healing, to comets that kill all in their wake!



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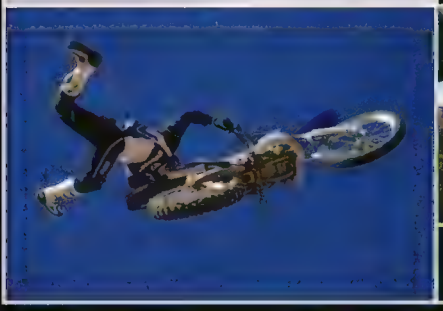

Backflips, frontflips, 360s ...need we say more?

EVERYONE

E

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Mild Lyrics

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PlayStation 2
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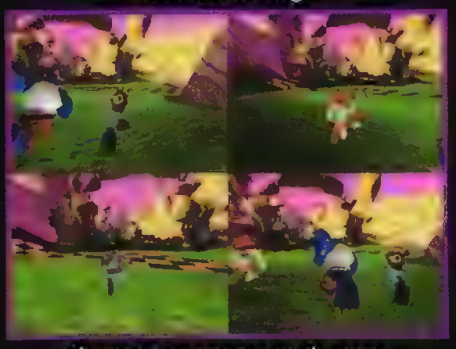
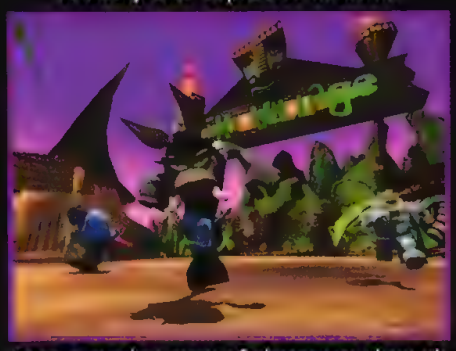
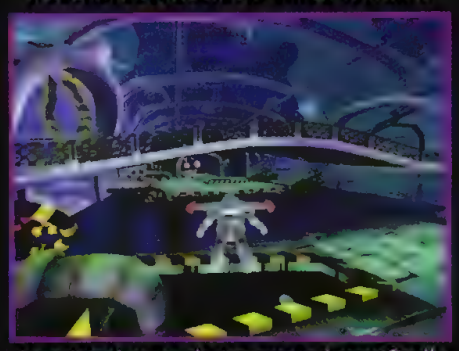


Thwart opponents with traps, trickery and explosive attacks.



Race a motley crew of characters through treacherous, obstacle-filled terrains.



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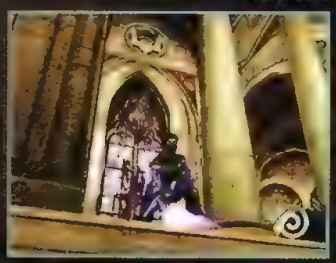
AS THE BLOOD

THE BAD BOYS OF EIDOS'S LEGACY OF KAIN SERIES ARE BACK—AND THEY'RE STILL FEUDING LIKE BLOODSUCKING SOAP-OPERA STARS IN SOUL REAVER 2 AND BLOOD OMEN 2. BY JAKE THE SNAKE

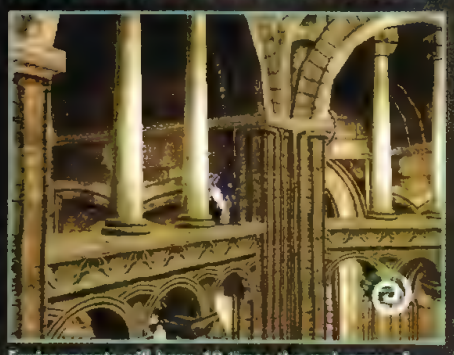
Raziel was made of 500 polygons on the PlayStation version of Reaver, and 900 on the Dreamcast. In Reaver 2, he'll be made of 3000 polygons.

IT AIN'T EASY being dead—or having no jaw or stomach. But it sure is fun. Just ask Raziel. He was a nobody vampire until Kain (his jealous master and star of Blood Omen: Legacy of Kain) chucked him like a rotten apple into a watery abyss at the beginning of Legacy of Kain: Soul Reaver. That toss left Raziel a mangled corpse with no lower cuspids or lower intestine, but it launched a career as a homely video-game star that promises to grow with the September release of Soul Reaver 2 for the PS2. After a few hours of hands-on with Reaver 2, it's clear our soul-sucking antihero is here to stay, rotting flesh and all, in a game that is setting new standards for beautiful scenery.

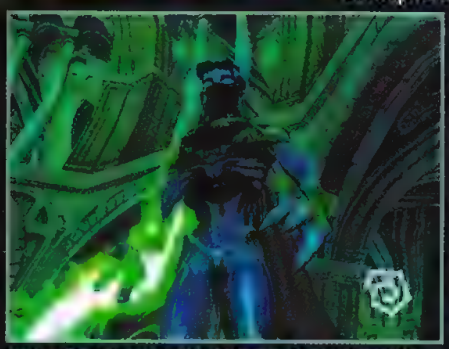


VAMPIRE GOTHIC

The third title in the Legacy of Kain series will have more of what most intrigued gamers in the previous title: a foreboding atmosphere and intricate level design that hints at the deep, dark history of Nosgoth. The levels are already some of the most wonderfully designed and textured yet on the PS2, with architectural influences ranging from Gothic to Aztec. If Raziel had a jaw, it would drop repeatedly as he scampered about.

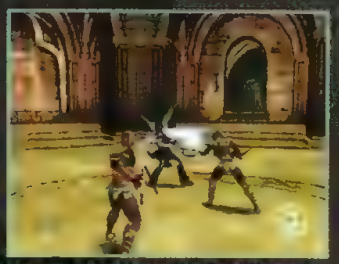


Environments will have 10 times the polygons of those in the first Soul Reaver.

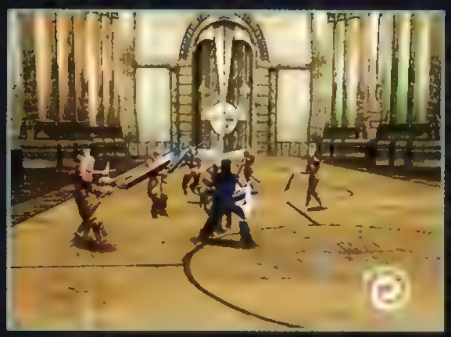


Just as Raziel could shift between Spectral and Material Realms in the first Soul Reaver, he'll now be able to shift between time periods.

In the eerie swamp level—unlike anything seen in the previous game—huge trees loom over buzzing fireflies, glowing lanterns, and impaled corpses. Intricate ornamentation adorns every surface of a towering Gothic cathedral on another level. You can almost feel the rough stone on the walls and floors of other environments. SR2's developer, Crystal Dynamics, is using a programming trick called "streaming" to enable this standard of detail. With it, only the immediate surroundings—not the whole level—are loaded into the PS2's limited memory, leaving more memory available for textures and eliminating load times.



No, you don't lose the Soul Reaver you fought so hard to acquire in the first game, but you'll lose health if you use it too often, too fast.



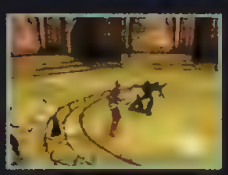
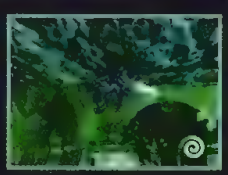
Reaver 2 will run at 60 frames per second.

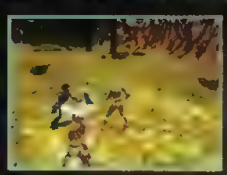
HAVE REAVER, WILL TRAVEL

Gameplay will be instantly recognizable to anyone who has played Soul Reaver, as well as being simple for newcomers. The excellent auto-face command will still enable you to switch instantly from exploring to fighting, and you'll have plenty of new moves with which to cleave, hack, spike, or bash your enemies. Luckily, you'll retain the Soul Reaver sword, plus all your abilities from the first game: climbing, swimming, projectile shooting, and so on.

To keep the game challenging, however, a Reaver meter will let you swing the all-powerful saber only so many times before you

Despite the graphic detail, rooms will be huge and enemies numerous.



CHURNS

lose health and are banished to the Spectral Realm. By beating boss vampires, on the other hand, you'll acquire a whole slew of powerful new Reavers—which you'll need to beat the ramped-up puzzles (no more box pushing). Specific Reavers—Dark Reaver, Light Reaver, Air Reaver, and so on—will break down specific obstacles, but you can have only one Reaver at a time and most puzzles will require several.

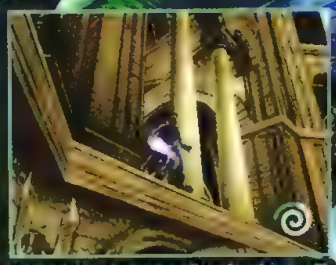
CAN KAIN COME OUT AND PLAY?

Perhaps best of all for fans of the series, Soul Reaver 2 will reveal more story line than the previous game. You'll learn more about Raziel's relationship with Kain and the Elder God, the mysterious force that revived Raziel after he was killed. You'll also meet Moebius the Time Streamer (who appeared in Blood Omen), whose portals will allow you to travel to different times in Nosgoth's past—before and after Kain condemned the world to ruin. Time travel will work similarly to the ingenious shifting between Spectral and Material Realms and it will have as dramatic an effect on the surroundings: A once-bustling town will be ruined and infested with vampires when you travel several hundred years into the future, but those pesky guards won't be there, either. Hmm...the possibilities.

It's clear that fans of the original Soul Reaver should find only more to like when they revisit Nosgoth this fall, while newcomers should ready their souls for consumption.

CONTINUED ▶

You'll still suck in souls—now marked by floating skulls—to replenish health.



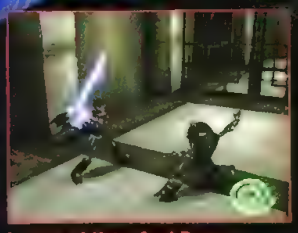
Reaver 2's "streaming" technology will allow much greater texture detail.

Much of the story and time travel in Reaver 2 will revolve around the all-important Pillars of Nosgoth.

The power of the new Reavers will be key to solving puzzles. The Dark Reaver will create a Shadow Bridge; the Air Reaver will allow you to fly farther.

BLOOD BROTHERS

So if Soul Reaver 2 is the third game in the Legacy of Kain series, and Blood Omen 2 the fourth, why are they both labeled number two? Blood Omen: Legacy of Kain started it all in 1996 as a topdown vampire RPG for the PlayStation. Kain fights guards and ravages villagers, and at the end of the game, chooses to let the world of Nosgoth decay rather than save it. The second game, Legacy of Kain: Soul Reaver (1999), was a 3D action/adventure, more spin-off than sequel. Kain appears, but the main character is Raziel, Kain's former underling. At the end of Soul Reaver, Raziel and Kain face off, but Kain escapes through a time portal and Raziel follows. That's where Soul Reaver 2 will begin. Meanwhile, Blood Omen 2 is being worked on by a separate production team, and will be the sequel to the first Blood Omen, focusing again on Kain rather than on upstart Raziel. "Because these games take so long to make—three or four years—we decided to use more than one team so we can make more of them," says Crystal Dynamics' Andrew Bennett, executive producer for both upcoming games. "The easiest way to describe it is to say it's like the *Star Trek* universe. You have one production crew doing *Deep Space Nine*, another doing *Voyager*, and another doing *Next Generation*. All three have Klingons, but the Klingons look slightly different in each series because each show has its own costume designer who wants to show what they can do."



Legacy of Kain: Soul Reaver (Dreamcast, 1999)

Legacy of Kain: Soul Reaver (PlayStation, 1999)

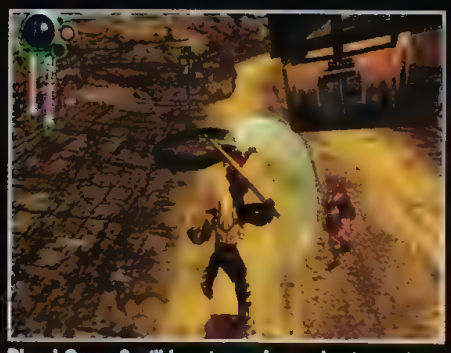
Blood Omen: Legacy of Kain (PlayStation, 1996)

THE VAMPIRE STRIKES BACK

IN BLOOD OMEN 2, A YOUNGER KAIN STILL HAS TO CUT HIS TEETH BEFORE RULING NOSGOTH. BY JAKE THE SNAKE

AREN'T WE FORGETTING someone? Ah, yes, Kain, the vampire who started it all. He's coming back with his own game, and will be ready to get his hands dirty in a gritty combat-oriented adventure that won't shy away from that commodity most highly treasured by vampires: blood.

Blood Omen 2, out this November, will take place 200 years after the first Blood Omen—but 800 years before the first Soul Reaver. In his quest to overtake the humans of Nosgoth, Kain's vampire army is defeated by the Sarafan warrior-priests and Kain is personally vanquished by the Sarafan lord. Left for dead, Kain awakens hundreds of years later to find his powers weakened, his vampires scattered or dead, and the humans of Nosgoth enjoying a renaissance powered by Glyph magic.

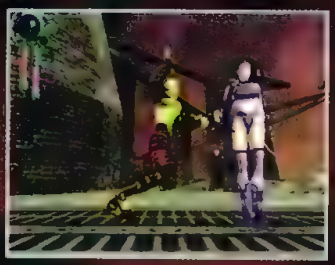


Blood Omen 2 will boast an advanced yet easy-to-use combat system that will allow for blocks and finishing moves.

BLOOD REAVER

Kain doesn't like that, and he's not a vampire who takes things lying down. But Kain is not yet the powerhouse he will be by the time of the first Soul Reaver. He needs to build his energy by draining hapless victims of their fluids, using his vampire skills wisely to avoid unnecessary fights until he's stronger. He'll thus be able to charm people and control them remotely, telekinetically flip unreachable switches, explode people, and more.

While Raziel will skip across centuries and many areas of Nosgoth, Kain's adventure will center in and around the Nosgoth city of Meridian. The world will be much more detailed and populated than that of Soul Reaver 2. Peasants, guards, and thieves—there will be 120 unique character models—will go about their business until Kain asserts himself. Pull out a sword, and a guard will order you to sheath it, or he'll attack you if you fight the guard, by-standers will watch, then run away screaming if you win. Interaction with characters will be the key to progressing, and there will be thousands of lines of dialogue.



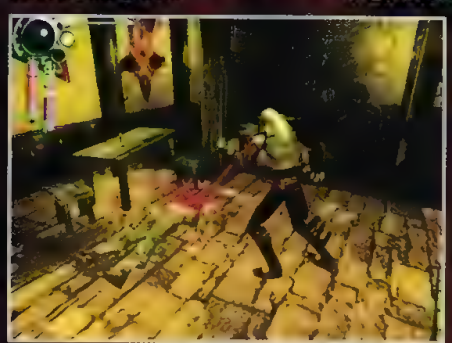
Stealth kills—at least two types per weapon class—will be key.

KAIN IS ABLE

While Soul Reaver 2 will have plenty of fighting, combat will be the lifeblood of Blood Omen 2. The fighting controls will be much more precise, including blocking and stealth kills. Concealed in mist, you can use your vampire powers to sneak behind hapless victims and then do away with them in gruesome manners—a Mature rating seems a certainty. While it takes place in the Legacy universe, Blood Omen 2 will play entirely different from the other games, so even newcomers will want to keep an eye on this dangerous customer. GP

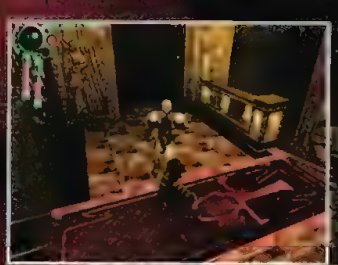
Kain's adventure will take place in and around the Nosgoth city of Meridian, including this prison.

NPCs may fight amongst themselves, and Kain can watch them, ignore them, or get involved.



Just as in the first Blood Omen, Kain will regain health by sucking the blood of his victims.

Nonplayer characters will be intelligent and will react to your actions.



Enemies will tire while fighting, so you can grab and lift them to finish them off. Or you can just bonk them on the head with the hilt of the sword.

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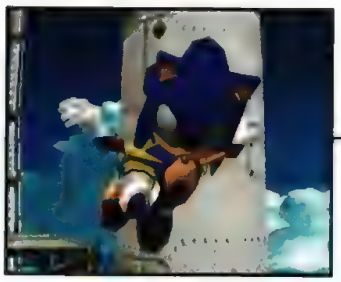
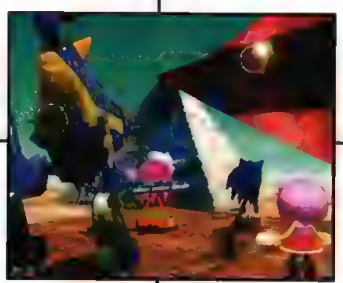
GOOD HEDGEHOG.





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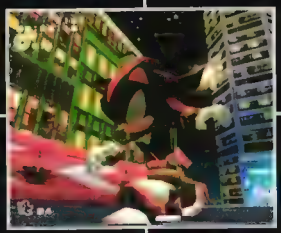
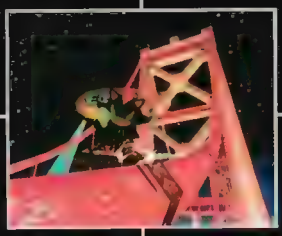




SONIC ADVENTURE 2

E Violence

Play as Shadow, Sonic's evil double, and conquer the world.

Dreamcast.

ELECTRO-

SPIDER-MAN IS RETURNING TO THE PLAYSTATION FOR ANOTHER WILD COMIC ADVENTURE—AND *GAMEPRO* HAS AN EXCLUSIVE LOOK AT HIS JUICED-UP ARCH-ENEMY.

BY UNCLE DUST

Activision and Neversoft made an important breakthrough last year with the release of the first Spider-Man game for the PlayStation, which accurately captured the special powers of a popular comic-book superhero—and was fun to play. For this summer's Spider-Man 2 Enter: Electro, the series has been entrusted to Vicarious Visions (VV), developer of the incredible Tony Hawk's Pro Skater 2 for the Game Boy Advance and the surprisingly good Spider-Man Game Boy Color games.

Spider-Man may have incredible super-powers, but he's still flammable.

NOT JUST MORE OF THE SAME

Simply building on the success of the first game was not going to satisfy VV, so the team hunted down a few important bad guys who didn't appear in the original game. T.Q. Jefferson, producer of the sequel, says, "We needed a villain whom people would recognize, who would translate into a dynamic, flashy character on screen with a host of abilities that we could build levels around and dazzle gameplayers with." Enter: Electro. With complete control over electricity and a long track-record of giving Spidey headaches, Electro is the perfect fit for an arch-virtual-villain. Helping Electro in his plans to take down Spider-Man will be Shocker, Hammerhead, Lizard, and Sandman, each posing a unique and dangerous threat to our blue-and-red garbed hero.

Jefferson also promises Spider-Man 2 will feature "well thought-out cameos in just the right places" by many other heroes and supporting characters from the Marvel Universe. Last time around, Spidey regulars Human Torch, Daredevil, Black Cat, and the Punisher made appearances to help our hero, so fans can expect a different but equally impressive lineup this time around.

BRAND NEW SPIDER SKILLS

To cope with the new villains, the web-slinger is going to have a few new tricks of his own: Taser Webbing to destroy rampaging robots; Ice Webbing to put the freeze on enemies; and Stun Webbing, which will temporarily stop baddies like the Lizard. Also, your ever-lovin' web-head will have the ability to launch

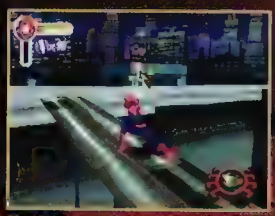
Spidey must defeat the Shocker before their warehouse battleground explodes.

Spidey's new Taser Webbing slows down the slashing samurai robots who come to life.

Hammerhead will unleash a powerful combination of Tommy Gun fire and charging head-butts.

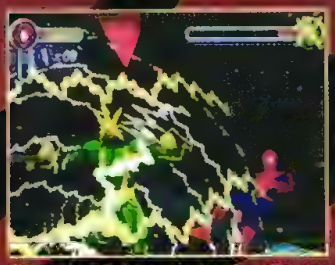
Sandman can't wait to get his grimy hands on his arch-nemesis.

Featuring tons of new animations, the kinetic and silly essence of Spider-Man is captured wonderfully.



Thanks to targeted webbing, Spider-Man can capture his foes before they even lay eyes on him.

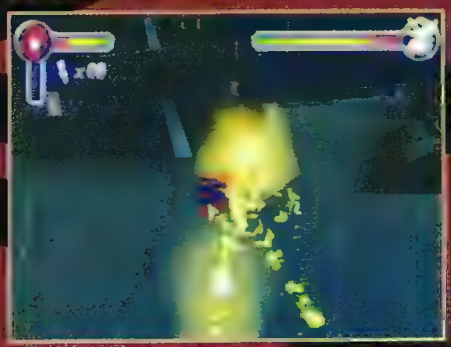
-SHOCK!



Electro is a little too hot to handle, so Spider-Man will have to come up with alternative methods to kick his butt.

air-to-ground attacks with his Impact Webbing while swinging from a building or just jumping in the air. "This will give Spidey 'Fire-and-Forget' as well as 'Peek-a-Boo' attacks," says Jefferson.

One of the hardest things about developing a game for this dynamic do-gooder is creating levels where he can use all of his skills. "The normal rules don't apply for Spider-Man," says Jefferson. "He inherently can do more than any other action/adventure game character out there. Sticking to walls, spider-sense, super strength and agility, and web shoots—these are things Spidey brings to the table before we've done anything at all. It's a lot to work with, but fun as hell."



Like Doc Ock before him, Electro will expand upon his previous powers in Spider-Man 2 to try and stop the web-slinger.

"WHEN I GET MY HANDS ON YOU, SPIDER-MAN!"

Gameplay in the preview version of Spider-Man 2 already capitalized on the dynamic action of the first game—and pushed it even further. Right off the bat, Spidey was taking it to the bad guys and performing several environment-involved tasks like putting out fires and destroying generators. Visuals and sounds were reminiscent of the first title's, which is good. The solid cast of voice talent is returning, while the graphics, although unimpressive compared to the PS2's, still delivered the goods in a terrifically rendered comic-book world. Only twitchy controls and tricky camera angles slowed down the action. Hopefully, VV will smite these super-villains before Spidey 2 comes out.

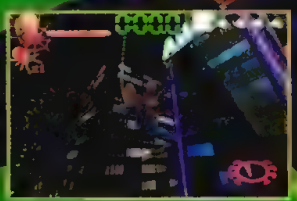
For all of those caught up in the spectacular adventure of the first Spider-Man game, this sequel is warming up to deliver the goods for another stellar super-hero adventure. Could Spider-Man 2 make people forget the curse of the comic-book inspired video game once and for all? Let's wait and see how the wall-crawler makes the jump to the next-generation systems.

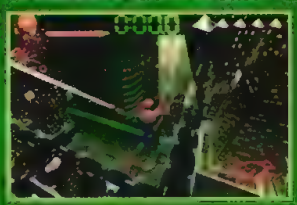
It's not easy being a superhero, especially when super-powered villains like the Lizard are around.

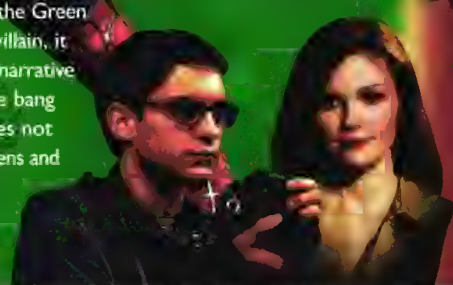
As in the first game, Spider-Man 2 will force you to use Peter Parker's brain, not just his super-strength, to solve puzzles.

MOVIE MOVEMENT

As actors Tobey Maguire and Kirsten Dunst toil away on the set of director Sam Raimi's Spider-Man movie (due in theaters next May), Activision and Treyarch are already hard at work bringing an [illegible] version of *Spider-Man: The Movie* to the PlayStation 2, GameCube, and Xbox. Gamers should expect a simultaneous Spider release next summer on all three systems. While the game will feature a plot based on the movie's, showcasing the Green Goblin as the arch villain, it will also expand the narrative to give gamers more bang for their buck by adding the Vulture and other baddies not seen on the silver screen. Watch *GamePro* for more screens and updates on the Spider-Man: The Movie game as they become available.







THE PLAYSTATION'S

Syphon Filter 3 is targeting the PlayStation for one final clandestine operation, and early reconnaissance reveals another suspenseful commando classic.

By Air Hendrix

Lobbing grenades is the only way to take out these automatic turrets.

AFTER THE CONSIDERABLE success of Syphon Filter's gritty covert-ops action in recent years, the news that Syphon Filter 3 will be released in late September comes as no surprise. What is startling, though, is that it won't be a PlayStation 2 title. Why did Sony decide to conclude Gabe and Lian's adventures on its aging 32-bit system?

"Early in the development of our next-generation technology, we realized there would be a several-year gap between Syphon 2 and the next title," says Ron Allen, the game's assistant producer and associate designer. "That was too much for our team to accept. We wanted to wrap up the trilogy from a narrative point of view, and it would've been unfair to tell fans without PS2s that they couldn't experience the final act of the story."

Gabe uses the tower to take out the captain of a ship who's transporting the deadly virus.

Syphon 3's new "x-ray" rifle allows you to see—and shoot—through walls.

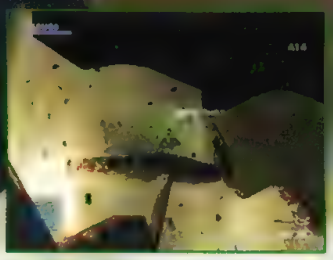
Ronin

That story puts Gabe, Lian, and company on trial in a secret congressional hearing. As the Agency operatives are grilled about their actions, the game flashes back and you play through missions that happened before the first two Syphon games. Crucial details about the Syphon Filter virus and other plot twists unfold in these flashbacks as the game builds toward a finale in present-day Washington D.C.

"We've already pushed the limits with our engine on the PlayStation, but our artists have developed techniques to push the envelope within these limits, and I think you'll see some of the best levels to date," Allen says.

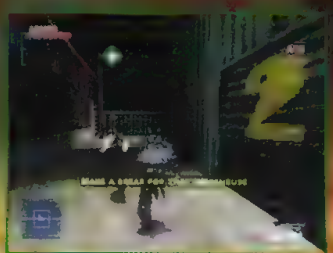
A preview version proved that Allen wasn't exaggerating. During the course of the game, Gabe undertakes objectives like carrying out an assassination in a Hong Kong hotel and teaming up with a British operative to prevent the IRA from securing the virus. Lian battles through a sniper-ridden village in Afghanistan, while Lawrence

Syphon 3's much-improved [illegible] shine with [illegible] and darks. Here, Gabe faces a congressional inquisition while Lian guides a car through the streets of Hong Kong.



As always, lining up head shots on unsuspecting enemies is one of the key survival strategies.

The Biathlon mini-game is a race against the clock as you run through the level and take out targets.



Halfway through Syphon 3, Gabe teams with Maggie, a British agent, to prevent the IRA from obtaining the virus.

LAST COVERT MISSION

Mujari—a playable character for the first time in the Syphon series—fights to free slave laborers at a South African mine. Another new playable character will also show up in Syphon 3, but saying anything more would spoil a cool surprise....

In the Line of Fire

The gameplay will take a slightly different and—Allen hopes—more exciting approach. "We listened to our fans and are giving them what they want," he says. "More run-and-gun action levels and less scripting." The scripted events and scenes that do crop up in Syphon 3 will be more flexible, Allen explains, allowing the player to solve puzzles and complete objectives in any order. The overall effect should be less linear gameplay that focuses much more on action and much less on prowling about furtively.

A two-CD set, Syphon 3's first disc will encompass the 19 single-player missions, while the second disc will be all about two-player deathmatches and the game's biggest new feature: mini-games. Syphon 3's five mini-games will go down on 10 levels and will range from straightforward combat to biathlon-style target shooting to sneaking unarmed past guards to steal a briefcase. "Thousands of possibilities exist in the mini-games," promises Allen, "because there are random start points, random enemies, and random items that you have to find."

Now a playable character, Lawrence Mujari parachutes into a South African mine to free enslaved laborers...and hears rumors about a deadly virus.

Sighting down the scope of his sniper rifle, Gabe prepares to assassinate a Chinese military leader who is trying to procure the Syphon Filter virus.

Clear and Present Danger

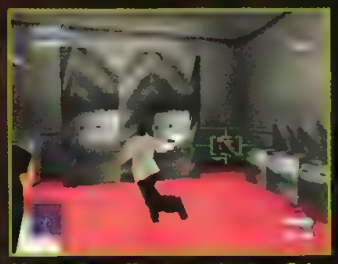
Visually, the Syphon 3 team is upgrading the quality of the cinematics, and the preview version showcased some sharp cut-scenes. The in-game graphics largely resemble Syphon 2's—meaning they're seriously slick for a PlayStation game... but pretty rough if you've been on a steady diet of PS2 titles.

The controls will also remain unchanged, delivering that familiar triple-targeting threat of sniping, target locks, or plain ol' blazing away. Some new weapons will provide fresh firepower, including proximity mines and a weapon that can see and shoot through walls. "It's extremely helpful in certain areas where multiple enemies are aware that someone is around," Allen notes.

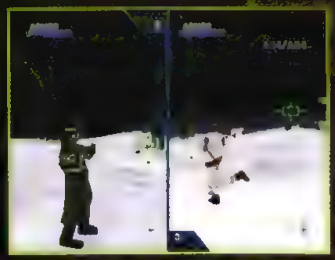
For Your Eyes Only

But does all this talk of concluding the Syphon trilogy mean that Syphon 3 is the last game in the series? In a word: No. "For a while now, we've had six programmers working on technology for a PS2 game based in the Syphon Filter universe," Allen cagily reveals. "If I give up any more information than that, I might get shot. Keep an eye out in the future—we won't let any of our fans down." GP

Perched atop a cliff, Lawrence blasts away at guards in the mine below.



After pulling off an assassination, Gabe escapes through the kitchen of a Hong Kong hotel.



Back again in Syphon 3, the two-player split-screen deathmatches will let you square off against a friend.

Syphon Filter 3's effective target-lock aiming enables you to fire quickly on sudden threats.

If you remember the opening cinematic of the first Syphon, this level will look familiar as Gabe and Lian storm through a South American jungle.

Lian provides cover for a demolitions expert who must defuse bombs in one of Syphon Filter 3's new mini-games.

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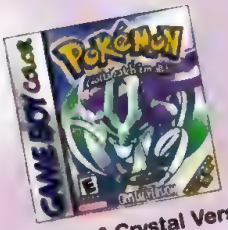

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- EC Early Childhood
- E Everyone
- T Teen
- M Mature
- AO Adults Only
- RP Rating Pending

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EMPEROR
BATTLE FOR DUNE

BY STAR DINGO

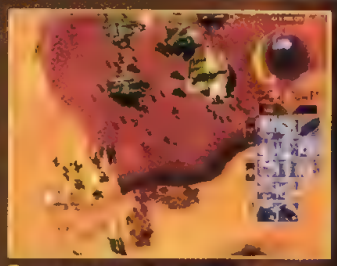
- Developed by Westwood Studios
- Published by EA Games
- $43.99
- Available now
- Real-time strategy
- 8 players

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.5	4.0	4.0

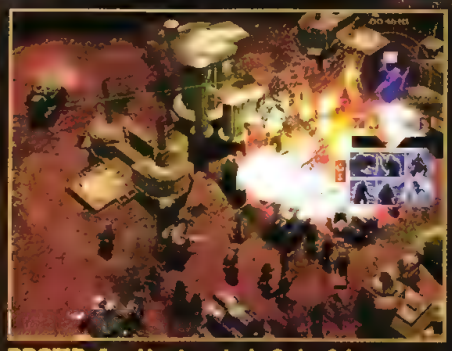
Recommended System Specs

- Pentium II 600 MHz
- 128 MB RAM
- 600 MB on HD
- DirectX 7
- 3D video card with 16 MB RAM
- Directsound-compliant soundcard

WHILE EMPEROR IS Westwood's—though certainly not the world's—first 3D real-time strategy game, the long-awaited sequel to Dune II is essentially an old-school, 2D RTS in a prettier modern package.



Zoom out, rotate the camera a bit, and it's like you haven't left Arrakis since the 2D days of Dune II.



PROTIP: Sneaking in a single Ordos Saboteur or Guild NIAB Tank while the enemy's not looking can often be as effective as giant armies.

The Emperor Giveth...

The graphics in Emperor do look great, as inspired by the surreal [illegible] David Lynch's film version of Dune (1984). Battle sounds ring loud and clear, with great unit-select one-liners and noteworthy techno-rific musical numbers—especially the Ordos House Mix that plays on Draconis.

Emperor's first noticeable gameplay tweak is the addition of a simple *Risk Jr.*–like board-game that ties together the missions in the single-player campaign, thus adding a nice element of nonlinearity without sacrificing much story. The game's best tweak is the ability to ally your house with up to two of five sub-factions to help customize your forces.

PROTIP: Once you get a House Ordos Palace, use Chaos Lightning and [illegible] against enemy units.

FIND OUT MORE ONLINE

...And the Emperor Taketh Away

Still, a limited camera, slightly wonky unit A.I., and a few absent unit-handling features represent a retreat from ground covered by older 2D RTS games. And while there are many units with which to play, House Harkonnen isn't fundamentally different from House Ordos...especially when compared to the faction differentiation in a game like StarCraft.

Emperor brings some cool little ideas to the table, but the game feels more like a nifty 3D Dune-themed addon pack for C&C than a whole new Westwood world. The game is well-polished, fast, and fun, however, even if it isn't particularly original. Don't mess too much with a good thing, the House Westwood mantra goes.

HOSTILE WATERS: ANTAEUS RISING

BY JAKE THE SNAKE

- Developed by Rage
- Published by Interplay
- $49.99
- Available now
- Action/strategy
- 1 player

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.0	4.0	4.0

BY LETTING YOU jump in and drive dozens of futuristic vehicles in a real-time-strategy setting, Hostile Waters: Antaeus Rising creates innovative, white-knuckled gameplay that will strain both your reflexes and your wits, not to mention your cool head.

CABAL TOGETHER NOW

It's 2032 and the world is at peace, but a cabal of aging militarists threatens to rekindle humanity's warlike nature. Working from a hi-tech supercarrier—the Antaeus, which uses nanotechnology to build helicopters, tanks, hovercraft, and more—you fight your way through an island chain to stop the cabal and whatever other threats pop up.

Though it requires sound strategy to beat the 21 missions and though there's resource collecting and unit building, Hostile Waters is more action than RTS. You give orders from a map screen, but it's always paused, so the strategy isn't really in real-time (though it feels like it is). Most of your time is spent driving or piloting vehicles—loads more fun than strategizing, anyway. You can hop into any vehicle at any time, which is usually the best way to make sure the job is done right. Although giving orders is sometimes harder than it should be, driving and flying the vehicles is a snap.

PROTIP: Use ground units to take out antiaircraft guns, and aircraft to take out tanks.

Recommended System Specs

- Pentium II 350 MHz
- 64 MB RAM
- 465 MB on HD
- DirectX-compatible 16-bit sound card
- Direct3D-compliant 3D accelerator card with 8 MB RAM

PROTIP: Avoid antiaircraft missiles by juking at the last second. Fly forward at the same time to avoid missiles from the Mammoth.

WAVES AND CHAOS

The game's 3D islands are incredibly detailed, especially the enemy compounds lined with loads of working equipment. Navigation lights blink, radar dishes swivel, and everything can be destroyed—including the little people. To add to the flavor, each of your handful of pilots and drivers has a distinct voice and responds to your orders in colorful fashion, including remarks that justify its M rating. If the usual game categories leave you unscathed, get bloodied in these Hostile Waters.

PROTIP: Use terrain to destroy enemies without getting hit. Pop up, attack, then duck.

IF YOUR PARENTS KNEW
IT FELT THIS GOOD,
THEY WOULDN'T LET YOU
HAVE ONE.
GART sports
SPORTMART

BY UNCLE DUST

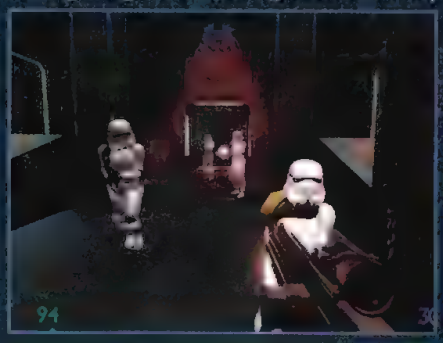
- Developed by Raven Software
- Published by LucasArts
- Target release date: Spring 2002

Windows 95 98

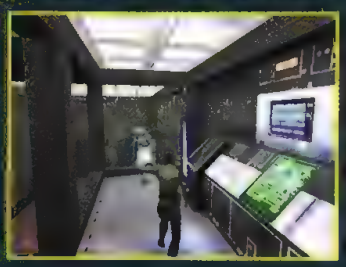
FIRST LOOK

Star Wars Jedi Outcast: Jedi Knight II

LucasArts' awesome Dark Forces series continues with Star Wars Jedi Outcast: Jedi Knight II. In this latest first-person-shooter/third-person-lightsaber-combat title, you'll again play as fallen Jedi Kyle Katarn—but with his Force powers fully developed. Based on a modified version of the Quake III engine, Jedi Outcast will sport immense levels, intense action, and incredible detail, such as the glowing red trail your lightsaber leaves as you slice into a wall.



In the E3 demo, LucasArts exhibited a huge lightsaber battle between numerous Jedi in the docking bay of a space station, and Kyle taking out tons of Stormtroopers in a variety of nasty ways—severing limbs with a lightsaber, wielding incredible Force powers, and spraying intense blaster fire. Glorious lighting effects filled the screen at every moment, creating an eerie beauty to the battles. If you ever wondered what happens when good Jedi go bad, you'll get to find out with Jedi Outcast.



BY EXTREME AHAB

- Developed by Remedy Entertainment
- Published by 3D Realms
- Target release date: July

FIRST LOOK

Max Payne

Judging from Max Payne's preview demo and screens, gamers who have been looking for a John Woo–style, gun-in-each-hand, bullets-bouncing-off-pavement-in-slow-motion violence fest may be in luck. And Max Payne even has a reason for his rampage: revenge. His family has been massacred, he's on the run from the Mafia and the police, New Yorkers are even ruder than usual (because of a new drug, Valkyr)—and it's snowing. Clearly, when the weather turns against you, it's time to pull out the shotgun, check your grimace in the mirror, and engage in some 3D, story-driven, third-person urban vengeance.

Max Payne, the game, will effectuate all this mayhem thanks in large part to the MAX-FX engine, photo-digitized textures, and radiosity lighting. More to the point, Payne's difficulty level will be self-adjusting, so its frustration level should be tolerable; plus, Max will ship with a level editor for you more creative gamers.

Myth III: The Wolf Age

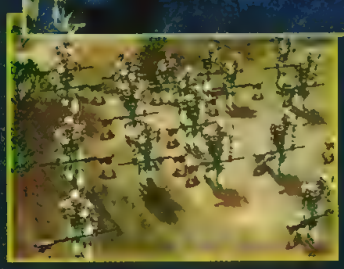
BY JAKE THE SNAKE

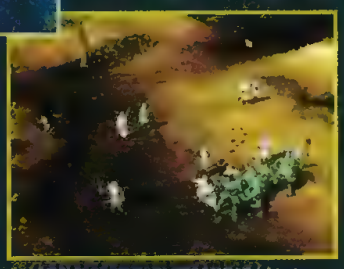
- Developed by Mumbo Jumbo
- Published by Gathering of Developers
- Target release date: Fourth Quarter 2001

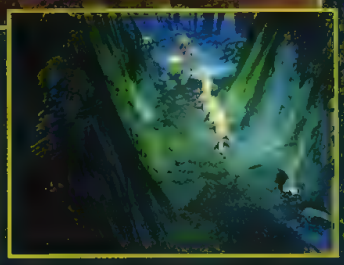
Windows 95 98

FIRST LOOK

SET 1000 YEARS before the first game in the Myth series, which was the first 3D real-time strategy, Myth III: The Wolf Age promises to set new standards of its own with new 3D characters and terrain that can be altered. As the game begins, chaos reigns and humanity is scattered in war tribes hiding from evil creatures. Multiplayer modes will include Last Man on the Hill, Capture-the-Flag, Assassin, and Stampede—all from Myth II—plus some new ones, such as Grinder and Assault.







Mafia

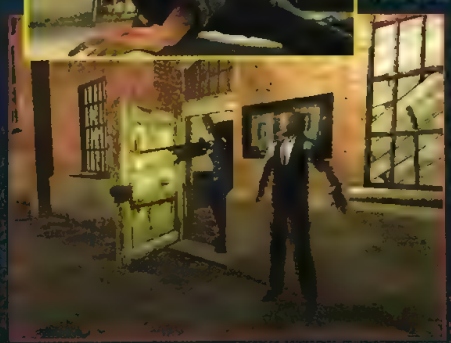
BY JAKE THE SNAKE

- Developed by Illusion Softworks
- Published by Gathering of Developers
- Target release date: Fourth Quarter 2001

FIRST LOOK

TOMMY IS A hard-working cabby in a small, Depression-era town, who stumbles into a mob shootout. He helps two mobsters escape the scene and begins working for Don Salieri's family. Mafia, the game, will unfold from a third-person view in and around the fictional town of Lost Heaven, a bustling village of 1930s-era architecture with citizens and police going about their business on foot and in dozens of vehicles. In the 20 missions—including car chases, assassinations, bootlegging, and bank robbery—you'll be able to drive 60 authentic cars, including the Model T, and use such weapons as the Tommy Gun and pump shotgun.

Call of Cthulu



BY JAKE THE SNAKE

- Developed by Head First Productions
- Published by Fishtank Interactive
- Target release date: First Quarter 2002

FIRST LOOK

OF COURSE, A game based on H.P. Lovecraft's works wouldn't be a normal first-person shooter, and Call of Cthulu—based on the mythos of an alien race that once ruled Earth—certainly won't be. As a private investigator, you'll explore a 1920s English fishing village, an ocean liner, and an underwater city. You'll have no heads-up display, so you'll have to look at yourself to see your wounds and check your revolver to see how many bullets are left. Disturbing effects like visually apparent vertigo as you cross a rope bridge will underscore your growing insanity as the game progresses.

www.ladysiagama.com

Lady Sia

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She Fights to Save Her Kingdom
She Needs You to Watch Her Back

Lady Sia, bold defender of a world overrun by a hideous race of beastmen, stands alone against the ruthless T'soas. Fighting her way across land, sea and air to free political prisoners and collect weapons, she must harness the elemental magic of flood, firestorm and lightning for a final showdown against an unforgiving foe.

- 36 magical maps across 4 unique worlds.
- 21 bizarre enemies, including voracious Chameleonmen, sword-wielding Waspmen, the Giant Walrus and the Foxwoman
- Lady Sia morphs into a giant Sasquatch to battle enormous boss sprites
- A riveting storyline, dynamic animated sequences and awesome anime-style art

RP

RFX

GAME BOY ADVANCE

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TDK mediactive

BY UNCLE DUST

- Developed and published by Capcom
- $39.99
- Available September
- Fighting
- 2 players (with link cable)

T for Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.0	4.5	5.0

THE KING OF all fighting game series makes an impressive debut on the Game Boy Advance with Super Street Fighter II Turbo Revival. Beautiful graphics, incredibly fast gameplay, and plenty of single-player action make this the ultimate portable fighter.

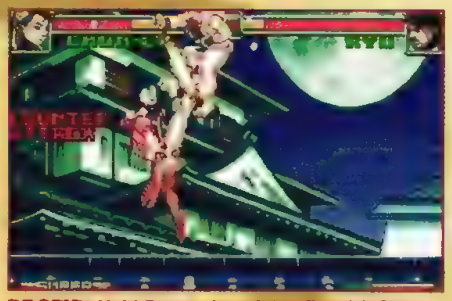
Revival of the Fittest

Choosing from over 16 of the original Street Fighter cast—no SFIII or Alpha characters here—you battle in classic one-on-one style with three turbo speeds and the "beat-up-the-car" and "barrel-busting" mini-games. You can also unlock several cool single-player modes, like survival, timed attack, beat the bosses, and fight Akuma—but this game is best when you're battling another player via the link cable.

Brand new character art throughout highlights this fine fighting package.

PROTIP: Blanka is best when corner-trapping an opponent–it's effective but won't make you many friends.

As Major Mike says, "If you get hit by Chun-Li's fireball, you suck."



PROTIP: Hold Down when doing Chun-Li's fast kicks to set up her flying kick.

The 2D sprites are smoothly animated and the backgrounds are awesomely detailed as the GBA's wide screen is filled to the edges with frantic action. Controls are dead-on with a simple four-button setup (as in Marvel vs. Capcom 2), and the GBA is reminiscent of the old Super NES controller (hopefully, the GBA shoulder buttons will hold out). Big-handed gamers, however, may find their fighting endurance severely shortened by the minute size of the GBA—"Hand cramp!" The audiotrack is standard SF fare, but some sounds are distorted while other small bits are missing.

Power of the Pocket

This game brings you back to a time when Street Fighter was the unrivaled king of the fighting genre, and now the series reigns again on the GBA. Super Street Fighter II Turbo Revival is so good that it will easily make diehard pocket fighters forget all about the great genre titles on the short-lived Neo Geo Pocket Color.

BY TOKYO DRIFTER

- Developed and published by Capcom
- $39.99
- Available now
- Action
- 2 players (with link cable)

E for Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	4.0	4.0

BEFORE ONE-ON-ONE FIGHTING games took hold, side-scrolling beat-em-ups reigned supreme. Final Fight One returns to those glory days with a virtually arcade perfect port for the GBA.

THAT GIRL IS POISON

Final Fight is as challenging as ever, and on Normal mode or higher, it takes more than random button mashing to make it to the final boss—let alone beat him. The highlight of Final Fight has always been taking on the thugs with a friend, and FFO's link mode works flawlessly to incorporate this aspect. Plus, the game has zero slowdown or any other glitches even when the screen fills up with tons of enemies. Some very cool extras—such as alternate colors for your fighter—can be unlocked by defeating set numbers of baddies, which adds greatly to Final Fight's replay value.

PROTIP: In boss encounters, don't even think about picking up objects like the knife: It leaves you wide open, and using them slows down your attacks.

EXTRA JOY TO THE WORLD

Fight's graphics look sharp, and new mini-cinemas have been thrown in to spice up the story. Controls are standard but responsive. Fantastic bone-crunching audio effects enhance the experience, but 8-bit sounding music brings the score down a notch; considering how much Capcom packed into this cart, there had to be a compromise somewhere (and the sound problems aren't as noticeable if you don't use the headphones). Ultimately, if you enjoy this style of game, then Final Fight One has just what you need.

PROTIP: You can unlock alpha versions of the characters who have a smoother, more updated look.

PROTIP: Unless you're close to death, don't eat food items right away. Use your Extra Joy attacks (press R) on all enemies in the immediate area first then refill your energy bar.

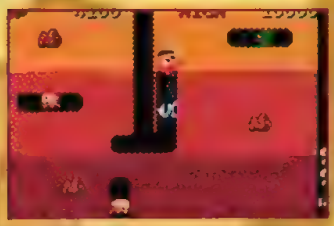
PROTIP: If you're being tagged, spring an Extra Joy attack before they finish a combo on you. This will save more life than the attack uses up.

NAMCO MUSEUM

BY BAD HARE

- Developed and published by Namco
- $34.99
- Arcade
- Available now
- 1 player

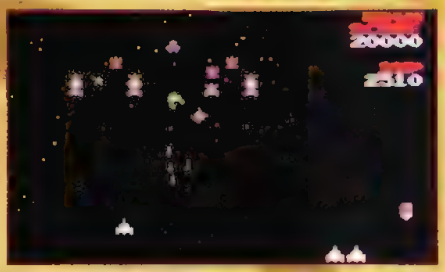
GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.0	4.0	5.0



PROTIP: When pumping Fygar in Dig Dug, approach from above or below—his fire breath shoots only left and right. With Pooka, anything goes.

NEVER MIND A deserted island—Namco Museum is the GBA cartridge you'd most want when you're stuck in an airport. The timeless gameplay of Ms. Pac-Man, Galaga, Galaxian, Dig Dug, and Pole Position shines through on the small screen with robust colors and surprisingly clear sounds. Being able to play Ms. Pac-Man with either a full-screen maze or a scrolling playfield is a nice perk, and making Dig Dug a scrolling-only game was a wise choice.

▶ PROTIP: In Galaga and Galaxian, for at least double the points, shoot aliens while they swoop and attack.



The cross-key pad handles the controls with ease, except in Pole Position, which is unplayable. Why not replace it with something that works within the GBA's limitations? Oh well—four out of five ain't bad. Portable and pure, Namco Museum is an old-school must-own. 6

IMPRESSIVE ON THE PS2, 3DO's solid baseball franchise, High Heat, suffers on the Game Boy Advance. At first glance the game seems rich with exhibition, practice, playoff, and season modes, along with a home run derby—you also have a sharp-looking, smoothly playing pitcher/batter interface— but as you play many problems show through the impressive surface. Season mode is shallow, with no stat tracking besides team records, and the minimal soundtrack becomes more annoying each time you play. Worst off all, there are no difficulty settings, so midway through your season, you're blowing out the opponent, which severely limits replayability.

BY UNCLE DUST

- Developed and published by 3DO
- $39.99
- Baseball
- Available now
- 1 player

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	2.0	4.0	2.5

▶ PROTIP: A pitcher with a good split, like Roger Clemens or Chuck Finely, can strike out opponents by placing it low on the inside corner.

It's sad because High Heat MLB 2002 could've been a terrific game on the GBA, yet its lack of depth, bad soundtrack, and easy difficulty level make the game a minor leaguer. 6

HIGH HEAT Major League Baseball 2002

PROTIP: Hold Up when you swing with your power hitters to increase your chances of hitting home runs.

FORTRESS

GEE, YOU'D THINK they'd have run out of ways to clone Tetris by now. But Fortress is a fun, chaotic puzzle game that pits you and an opponent (either human or computer-controller) against one another in a race to build the best stronghold by semi-thoughtfully positioning walls and weapons as they fall from the sky.

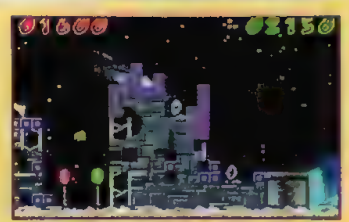
BY STAR DINGO

- Developed by Pipe Dream Interactive
- Published by Majesco
- $39.99
- Puzzle
- Available now
- 2 players

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	3.0	3.5	3.5

PROTIP: If you're lucky enough to turn a 3 x 8 section into a Wizard's Tower, don't drop any more blocks on top, or it will regress into a regular wall.

The graphics look cluttered but have cartoony character. The explosions sound like they're playing through McDonald's drive-thru speakers, and the music consists of over-enthusiastic looney tunes. Plus, control is hampered because you can't see all your base at once—yet the game is so fast-paced, you'll barely notice any of that. Note, however, that the two-player link-up adds little because you barely give the second player a glance. Despite a few structural flaws, Fortress is a fun way to kill little chunks of time. 6



PROTIP: As soon as the game begins, build sideways toward your enemy to steal their valuable real estate.

PAC-MAN IS GAMING'S global goodwill ambassador, so it's only appropriate for him to have a Game Boy Advance title all his own: four games in one cart, ready to hit the road. However, this game isn't the yellow circle's finest hour.

PAC-MAN COLLECTION

BY BAD HARE

- Developed and published by Namco
- $34.99
- Arcade
- Available now
- 1 player

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	3.5	3.5	3.5

That's not to say the original Pac-Man, whether played full-screen or in scrolling mode, isn't fun, but its feminine sequel on Namco Museum packs more replay power. The Tetris rip-off Pac-Attack is shameless but nonetheless addictive. And no matter how many times Namco tries to revive the pokey Pacmania, it's still no fun; the "re-mixed" Pac-Man Arrangement does the same 3D trick better and cranks the speed to boot. All games feature basic graphics and sounds, along with adequate controls. Safe and insatiable, Pac-Man Collection delivers high comfort but low thrills. 6

◀ PROTIP: In Pac-Attack, monsters or no, your focus should be the solid bricks. Don't let the fun of chomping monsters distract from clearing lines.

▶ PROTIP: Because you're blind in a scrolling playfield, don't use the vertical speed arrows in Pac-Man Arrangement unless the ghosts are blue.

BY UNCLE DUST

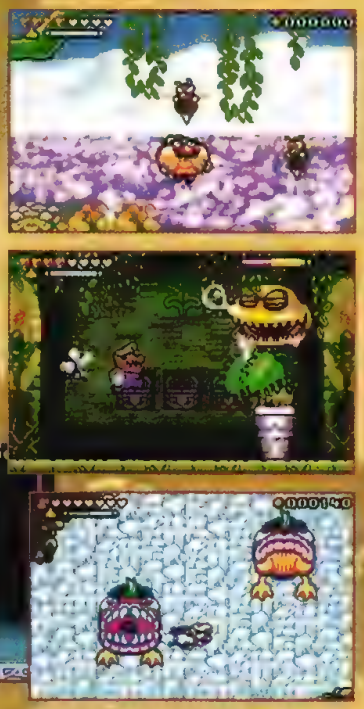
- Developed and published by Nintendo
- Target release date: November

Game Boy Advance

FIRST LOOK

Wario Land for GBA (working title)

MARIO'S EVIL ALTER ego is back in his biggest adventure yet. Wario is no longer immortal, so he must now attempt to survive the dangers of the legendary cursed Golden Pyramid. Featuring over 20 levels of sharp, colorful 2D graphics, Wario Land will contain a search for treasure, which Wario will be able to spend on all-new items to battle his enemies. Platform action may reach new heights when Wario appears on the Game Boy Advance.



BY UNCLE DUST

- Developed by Rare
- Published by Nintendo
- Target release date: November

Game Boy Advance

FIRST LOOK

Donkey Kong Coconut Crackers

NINTENDO'S BIG, BAD ape will be appearing in his first ever puzzle game in Donkey Kong Coconut Crackers. Fast-paced brain-teasing action for up to four players will consist of dropping coconuts filled with paint onto a game board and making shapes out of them. DK and friends will battle the nasty Kremlings as they try to drive you from your jungle homeland. Featuring several play modes for multiple players, Donkey Kong is planning to go ape for the GBA.

BY UNCLE DUST

- Developed and published by Nintendo
- Target release date: September

Game Boy Advance

UPDATE

Advance Wars

FIND OUT MORE ONLINE

IT'S ALL-OUT WAR with Nintendo's new strategy title, Advance Wars. In this handheld, real-time tactical adventure, you'll battle through the single-player Campaign mode, go head-to-head with up to three others in Link mode, or even pass your Game Boy Advance back and forth in Versus mode. With a variety of weapons and vehicles to unleash on more than 100 maps, Advance Wars promises plenty of destruction. Load up your GBA!

BY UNCLE DUST

- Developed by Camelot
- Published by Nintendo
- Target release date: October

Game Boy Advance

UPDATE

Golden Sun

A MAGICAL AND mystical adventure awaits you as Nintendo starts a brand new role-playing game series on its new handheld with Golden Sun. It will be up to you to find a powerful artifact and return it to your village—before it destroys the world. You'll be able to use psychic powers, magical spells, and even the lost art of alchemy as you make your way through this lengthy adventure, which will also feature four-player linked gameplay.

Pokémon Crystal

BY UNCLE DUST

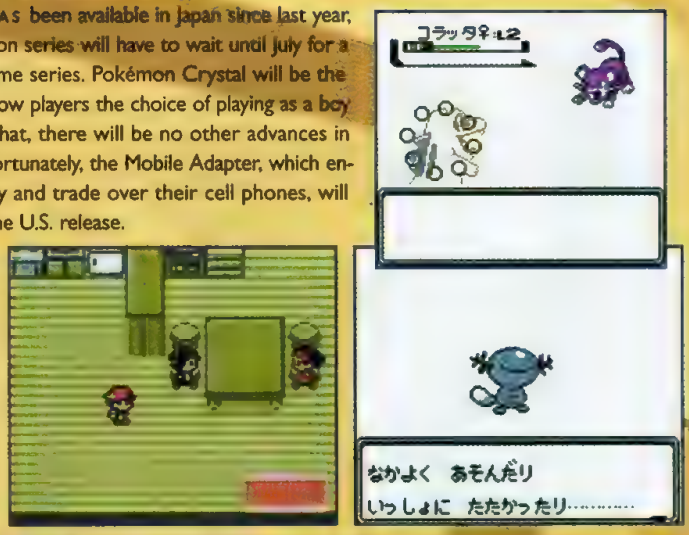
- Developed by Game Freaks/Creatures
- Published by Nintendo
- Target release date: July

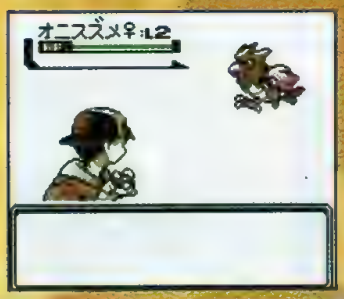
GAME BOY COLOR

OVERSEAS PROFILE

ALTHOUGH CRYSTAL HAS been available in Japan since last year, American fans of the Pokémon series will have to wait until July for a fix of their favorite video game series. Pokémon Crystal will be the first game in the series to allow players the choice of playing as a boy or girl trainer. Other than that, there will be no other advances in the Pokémon gameplay. Unfortunately, the Mobile Adapter, which enabled players in Japan to play and trade over their cell phones, will not make the transition to the U.S. release.

The Japanese version of the game did show off the most impressive battle animations of any Game Boy Color game, a little extra action that makes the combat more interesting. Crystal will also showcase ideas from the latest Pokémon movie, exploring the mystery of the Unown, but it won't include any new creatures not already in Gold and Silver. While it may not be a revolutionary new title to the series, Pokémon Crystal is sure to fuel the "Gotta-Catch-Em-All" hysteria once again.





BY UNCLE DUST

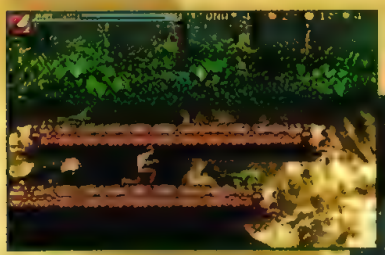
- Developed and published by Konami
- Target release date: July

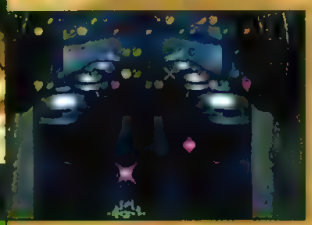
GAME BOY ADVANCE

HANDS-ON

Jurassic Park III: The DNA Factor

THE DNA FACTOR, Konami's first of three games based on the third installment of the blockbuster movie series, should be an interesting mix of platform action and puzzle gameplay. You'll run, jump, and battle your way through 12 dinosaur-filled levels, collecting bits of dino DNA that will allow you to solve the puzzle section of each level, where you'll shoot colored balls into their rightful place in the DNA chain. The preview version of the DNA Factor displayed a solid combination of simple aesthetics and gameplay.





FIRST LOOK

Columns Advance

SEGA IS BRINGING its classic Sega Genesis puzzle game to the Game Boy Advance with Columns Advance. Fans of the previous version can expect the same addictive jewel-stacking-gameplay in both single- and multiplayer game modes—as long as they have a link cable. Graphically, Nintendo's next-gen handheld should have no problems re-creating the Genesis version of yesteryear, and will hopefully even allow for greater variety and detail in the visuals. The GBA's beefed-up sound capabilities should accurately render the hypnotic tunes of the game.—*Uncle Dust*

- Developed and published by Sega
- Target release date: Fall 2001

FIRST LOOK

WWF Betrayal

LOOK OUT! YOU'VE been stripped of your WWF heavyweight title and Stephanie McMahon has been kidnapped—so you must get her back, which will also return the championship belt to your possession. Playing as The Rock, Stone Cold Steve Austin, Triple H, or the Undertaker, you'll bust through this action/adventure game, THQ's first WWF GBC title. Featuring a ton of vicious weapons and nasty moves, the game's six levels will take wrestling out of the ring and into the streets.—*iBot*

- Developed by WayForward Technologies
- Published by THQ
- Target release date: Summer 2001

BY FOUR-EYED DRAGON

- Developed and published by Namco
- Target release date: August

GAME BOY ADVANCE

HANDS-ON

Klonoa—Empire of Dreams

FIND OUT MORE ONLINE

NAMCO'S FLOPPY-EARED hero is getting set for a brand new adventure, this time on the GBA. In this platformer, you'll play as Klonoa, who must do away with the monsters who are causing the Emperor's insomnia. You'll jump, glide, and hoverboard through 40 sharp and colorful stages. The preview version already showcased crisp visuals and solid controls without any faltering in gameplay.

BY FOUR-EYED DRAGON

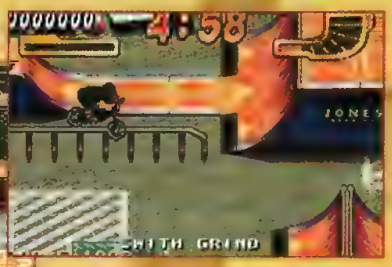
- Developed by HotGen
- Published by Activision
- Target release date: Fall 2001

GAME BOY ADVANCE

FIRST LOOK

Mat Hoffman's Pro BMX

RIDE WITH LEGENDARY Mat Hoffman and seven fellow pro BMX riders in this freestyle bike escapade that first enthralled two-wheeler fans on the PlayStation. You'll need to gain points by pulling off hundreds of tricks, combos, and signature moves on vert, street, and dirt track levels. You can expect a lot of aerial craziness and cool extra features.



BY FOUR-EYED DRAGON

- Developed by Natsume
- Published by Activision
- Target release date: Fall 2001

GAME BOY ADVANCE

FIRST LOOK

Shaun Palmer's Pro Snowboarder

PLAYING EITHER AS famed boarder Shaun Palmer or as one of four other celebrated pro riders, you'll rise through the ranks to become snowboarding champ. To do so, you'll travel to world-renowned slopes and shred 16 courses that test your bag of tricks in freestyle competition. You'll also be able to show off your mad skills by going for the gold in Boardercross.

BY FOUR-EYED DRAGON

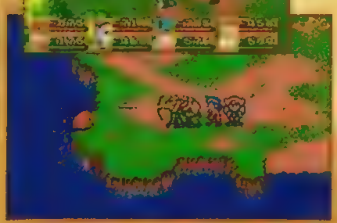
- Developed and published by Capcom
- Target release date: September

GAME BOY ADVANCE

FIRST LOOK

Breath of Fire I

CAPCOM'S VERY SUCCESSFUL RPG series has always captivated adventurers with its brilliant gameplay. The Game Boy Advance version, however, won't be entirely new as it will be almost identical to the original SNES version. You'll play as Ryu and take control of up to seven of his compatriots to fight evil throughout the land. The trademark fishing and hunting mini-challenges, which award you with rare items, will be an integral part of your journey, too.



the

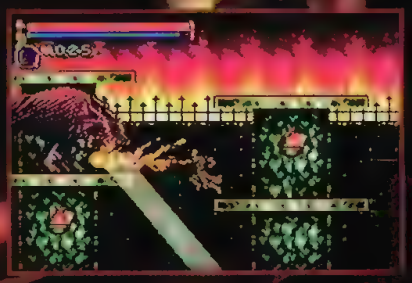
legend

lives

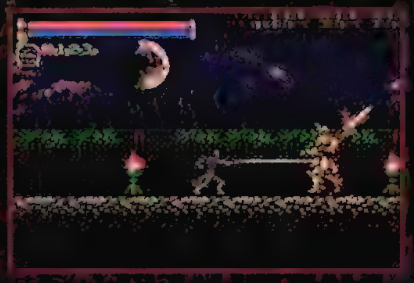
on

Castlevania
Circle of the Moon

All new for the Game Boy® Advance



Use over 80 spell effects



Destroy Dracula's minions

Choose from 5 sub-weapons

T — Teen — Animated Blood, Mild Violence

GAME BOY ADVANCE

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Get to Kohl's Dept. Store.
They've got the new
Levi's Loose Straight 569 Jeans!
Make them your own.
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MAKE THEM YOUR OWN®
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LOOSE STRAIGHT

569™ JEANS

Silent Hill 2

FIND OUT MORE ONLINE

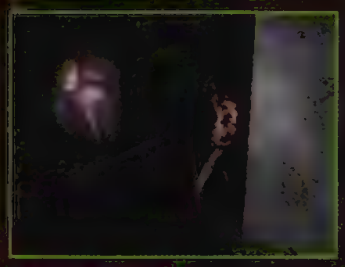
BY JAKE THE SNAKE

- Developed and published by Konami
- Target release date: Fall 2001

HANDS-ON

SILENT NIGHT, HOLY FRIGGIN' COW!

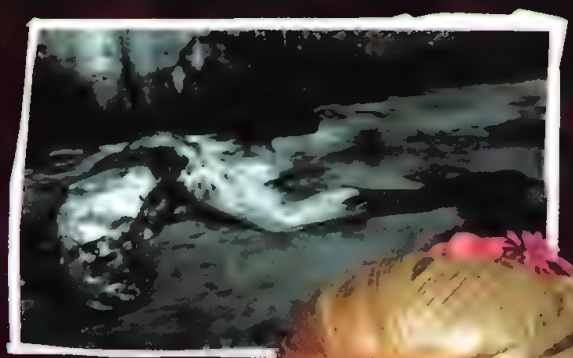
Konami's E^3 trailers don't lie: First, Metal Gear Solid 2 defied skeptics by looking every bit as good in playable form as it did at last year's E^3. Now, the first playable demo of Silent Hill 2 has proven to be every bit as creepy and disturbing as this year's E^3 trailer. In the short preview, the hero, James—in search of his wife—wanders a dingy and abandoned hospital full of the most vile and disgusting monsters you've probably ever seen in a game. In fact, passersby at the show uniformly uttered, "That's disturbing," before moving on.



Silent Hill 2 will put the horror back into the survival/horror genre with some of the most nauseating monsters and violence you're likely to see in a game.

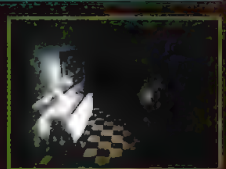
NURSE DEAD-Y

James faced the zombielike creatures armed with a pistol, a nail-studded plank, and standard survival/horror controls. Several of the monsters had no head or torso, but rather two sets of female legs joined at the hips—one set for walking and the other for...arms. Other creatures looked like nurses wrapped in shiny white plastic and splattered with blood. After James blasted them, they convulsed like blobs of jelly jolted by 100,000 volts of electricity. If his kick didn't finish them off, they scurried off like rats or came after James again; if they got the boot, they lay in a sickening pool of blood. This game is destined for a big, fat Mature rating.



SILENT HILL SE7EN

Even without the freakish monsters, the game's atmosphere—heavily influenced by such David Fincher films as *Se7en* and *Fight Club*—was unsettling enough. The game appeared grainy—a deliberate effect that made it look like an old 8mm movie—and was far from the glossy video game world of Madden and SSX. The hospital's walls and floors oozed with grunge, and a loud, persistent metallic clanging kept you on edge. If you want to test your nerves, Silent Hill 2 will give you a good chance.



Shenmue II

BY UNCLE DUST

- Developed by AM2
- Published by Sega
- Target release date: Fall 2001

FIRST LOOK

FIND OUT MORE @ALINE

The Journey Continues

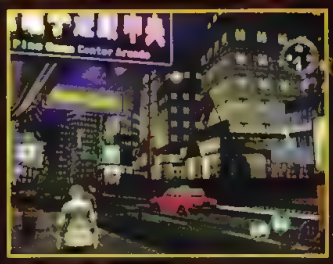
Ryo Hazuki's quest to avenge his father's death continues in the sequel to Yu Suzuki's masterwork, Shenmue II. Starting in Hong Kong, Ryo will again pursue Lan Di, and his journey will take him to Kowloon and Guilin. This latest chapter will also involve the search for the mysterious Phoenix mirror, an artifact that could help answer some important questions for our hero.

Shenmue II will have even more interactive environments than the original, featuring amazing graphical details in areas ranging from mountains and tropical forests to Taoist temples. You'll even get to see the dark side of Hong Kong while gambling in the back alleys as you search for clues. The pace of Shenmue II will be the biggest change from the first game: You can expect more action and less talking from Ryo this time around.

The cinematic adventures of Ryo continue in Shenmue II with a host of new characters and locations.

What's New With Ryo

Other additions to gameplay in Shenmue II will include a new navigational system that will enable you to mark the places you've visited on a map, which should help keep your search organized. Also, the game will now have an action key, which will allow you to ask characters more pertinent questions to heighten your interaction with them, and therefore aid your progress through the story.



The breathtaking visuals that made the first Shenmue stand out are expected to return, including the advanced weather and time controls, so players will see time pass and environments change with the time of day and even the seasons. While steps were taken to improve the pace of the gameplay, there will still be a heavy emphasis on the cinematic quality of the storytelling with intense dialogue and camera work during the cut-scenes. For fans of the series, this will be Shenmue's last stand on the Dreamcast and an adventure not to be missed.

Armored Core 2: Another Age

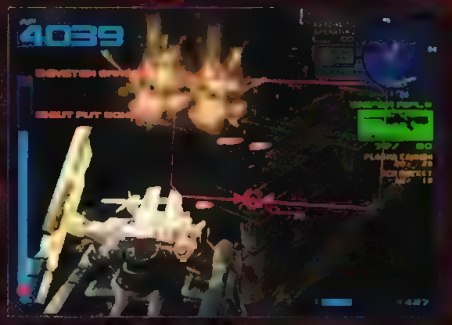
BY FOUR-EYED DRAGON

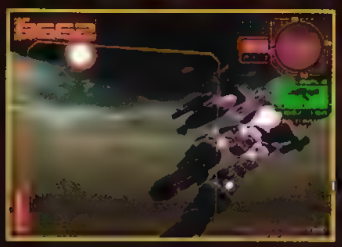
- Developed by From Software
- Published by Agetec
- Target release date: September

FIRST LOOK

THE SERIES THAT has served up some of the most intense mech fighting on the PlayStation and PlayStation 2 is gearing up for the next round. For those who aren't in the know, the Armored Core games enable players to build giant combative robots from the ground up by adding everything from legs and arms to weapons and shields. Players then use their creations in diverse missions, such as recon and search-and-destroy.

In Armored Core 2, you'll be doing just that—but in a whopping 100 new missions. And the game will feature more patterns, parts, and weapons that you can attach to your mech, which means you'll have millions of combinations to build. Best of all, you'll be able to use any saved mechs from the first PS2 Armored Core. Plus, Agetec promises that AC2 will enable you to battle against a friend in three ways: split-screen, link cable, or over the Internet. The rumble of the robots is upon us.





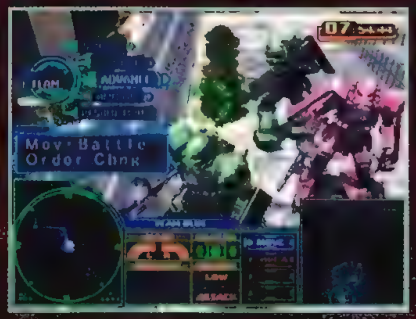
Mobile Suit Gundam: Zeonic Front

BY FOUR-EYED DRAGON

- Developed and published by Bandai
- Target release date: October

FIRST LOOK

THE MOBILE SUIT GUNDAM craze is getting out of control. The popularity of this legendary anime has already sparked the success of Journey to Jaburo, which was released on the PlayStation 2 a few months back. This time, in Zeonic Front, players will follow the One Year War from the perspective of the Principality of Zeon. You'll fight to regain control of Earth by commanding huge mechs equipped with the latest firepower. In each mission, you'll command three platoons of mechs, which means you'll need to devise and implement a sound strategy to take down your enemy. Zeonic Front's engaging story line and realistic battlefields promise to make this real-time strategy with big bots a war worth fighting.



BY MAJOR MIKE

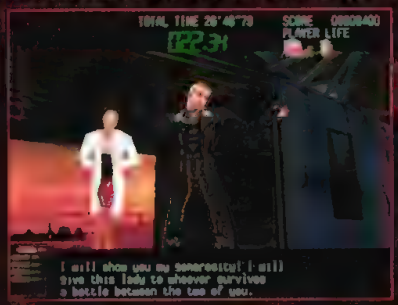
- Developed by KCET
- Published by Konami
- Target release date: September

PlayStation 2

HANDS-ON

Silent Scope 2: Dark Silhouette

THE SEQUEL TO one of the most innovative first-person shooters for the arcade, Dark Silhouette will feature a host of extras, including an Original mode with new missions, mini-games, bosses, and unlockable secrets. As one of two marksmen, you'll travel the globe to eliminate terrorist threats using your rifle and a variety of scopes. Accompanying the arcade-perfect visuals will be a solid audio track peppered with atmospheric effects.



The responsive control scheme in the preview version was identical to the first game's. Plus, SS2 will retain the arcade's two-player game by coupling two PS2s with an iLink network cable.

BY MAJOR MIKE

- Developed by Core Design
- Published by Eidos
- Target release date: September

PlayStation 2

HANDS-ON

FIND OUT MORE ONLINE

Thunderstrike: Operation Phoenix

FLIGHT-SIM FANS WILL remember Thunderstrike, which put you in the cockpit of an armed gunship. The sequel, Phoenix, will use the same premise with expected audio and graphic upgrades. You'll embark on seven campaigns, each with sub-missions. There will also be an Arcade mode, multiplayer deathmatch, and co-operative modes.

In an early build, Phoenix's controls required learning and patience, while the missions featured deliberate pacing as you took out targets and rarely engaged in close dog-fighting combat. The graphics were passable, although landscapes were plagued by fog and slowdown (which will hopefully be fixed).

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Dave Mirra Freestyle BMX 2

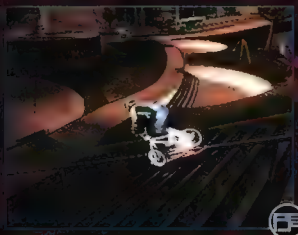
BY DAN ELEKTRO

- Developed by Z-Axis
- Published by Acclaim
- Target release date: September

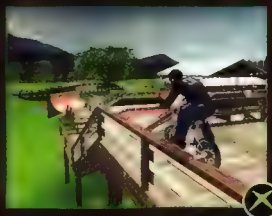
PLAYSTATION 2 GAMECUBE XBOX

FIRST LOOK

LIGHTNING MAY NEVER strike twice, but Acclaim is hoping you can have multiple miracles. The full sequel to last year's strong seller, Dave Mirra Freestyle BMX 2 looks to improve almost every aspect of the first game. The 50-plus levels will be roughly four times larger than the first game's, and they'll be filled with nonplayer characters you can interact with—if they say, "Prove it," you're off on a stunt challenge. Good luck pulling off some of those 1500 tricks.(!) with a full traffic system in your way. When you hit a car, it will be painful—thanks to a dynamic collision system, meaning your limbs will flail based on exactly how and where you crash.



The game will offer 13 pro riders, plus an extensive rider creator. Most impressive will be Mirra's new level designer, which should make it ridiculously easy to not only set up ramps and rails, but also to deform the land itself. Watch for it on the three big platforms; here's a look at screens for two of 'em.



Sega Bass Fishing 2

BY FOUR-EYED DRAGON

- Developed by Wow Entertainment
- Published by Sega
- Target release date: August

DREAMCAST

HANDS-ON

THE HOME ARCADE fishing game—complete with its own official reel controller—that started the console angling craze is on its way back. This time, you'll have the opportunity to bait-n-hook bass of all sizes in a variety of environments based on real-life watering holes. You'll also be able to move freely at each fishing spot using your powerboat, which will be equipped with a depth finder and an adjustable motor. Other extra features will include over 100 lures and the ability to choose from more than 10 characters, for whom you can pick whatever threads and boat type you desire.

Already, Bass Fishing 2 looked much sharper than the original. The environments were vivid with detail, plus there was an even greater emphasis on the weather and seasonal changes, which looked stunning. As for the controls, you'll be able to use the original reel accessory, which enables you to do either an overhead or a side cast this time around. You may want to hook more bass before you let your Dreamcast swim with the fishes.

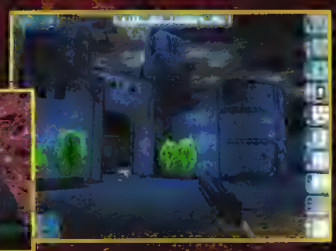
BY JAKE THE SNAKE

- Developed by Ion Storm
- Published by Eidos
- Target release date: November

FIRST LOOK

Deus Ex

BY COMBINING RPG elements with an FPS set in a dark, seedy future, Deus Ex ranked as one of last year's best PC games. In the PS2 version, you'll play as an agent investigating a plague and, eventually, a global conspiracy. Players will progress through the lifelike, logical world, and NPCs will react based on what you do. You'll sneak past guards, bribe them, or take them out. You'll even be able to upgrade and modify your character using nanotech modules. The controls will be modified for the PS2, so console gamers should have as much fun as Deus Ex's many PC fans.



BY UNCLE DUST

- Developed by High Voltage Software
- Published by Interplay
- Target release date: First Quarter 2002

FIRST LOOK

Hunter: The Reckoning

SET IN THE World of Darkness universe (home to the PC game Vampire: The Masquerade—Redemption), Hunter will drop gamers into a dark world full of danger. As one of four vampire hunters, you'll hack through hordes of undead from a third-person perspective. The action will get even hotter with four-person combat, and the power of the Xbox will place this action in realistic environments filled with eerie lighting. Battling over 30 kinds of creatures in gothic settings, you'll get tons of creepy eye candy in this horror-filled action/adventure.

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Time Crisis 2

BY FOUR-EYED DRAGON

- Developed and published by Namco
- Target release date: October

HANDS-ON

FIND OUT MORE ONLINE

THE TIME CRISIS sensation isn't dying down—even though the arcade version of TC2 is now two years old and the last incarnation, Project Titan for the PlayStation, didn't offer any cool new features to enhance the game. No, it's the TC trademark gameplay of ducking to reload while avoiding gunfire that keeps gamers coming back to experience the depths of this otherwise mind-numbing shoot-em-up.

The hands-on version of TC2 looked much sharper than its arcade counterpart—complete with crazy explosions and smooth looking bad guys wielding every known weapon out there. The meat of TC2 will be its super-accurate control, as handled by a brand-new Guncon that will be packaged with the game. The duck button will now be located on the base of the gun where clips are loaded into the handle, so your hands should feel more comfortable without any strain on the fingers. The unique two-player mode in which players can shoot from different angles will also be included in this port. If the gameplay remains as fast and challenging as it was in the early build, you can expect a fun Crisis.

Spy Hunter

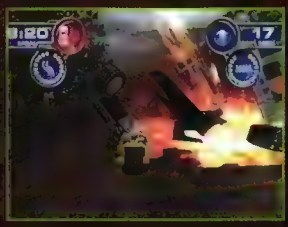
BY BAD HARE

- Developed by Paradigm Entertainment
- Published by Midway Home Entertainment
- Target release date: September

HANDS-ON

WHOEVER SAID, "YOU only live twice" must have been thinking of Spy Hunter. If 007 Racing left you neither shaken nor stirred, maybe Midway's PS2 update of its classic Spy Hunter will give you some high-tech driving thrills. Spy Hunter will put you into the Interceptor, which converts from car to speedboat to motorcycle—awful handy when battling international terrorists. The original game's trademark 1940s gangster-mobile enemies are being spruced up; they now look more like Plymouth Prowlers—modern but still curvy and deadly.

Fourteen levels will take you to such locales as Germany, Panama, Key West, and France—each level with its own branching pathways. Gameplay is shaping into a mix of car combat with mission-based objectives, such as destruction and escort. Some things needed improvement: The A.I. in the preview version looked robotic (as did the scripted mission events) and collision problems were evident, but the programmers still have time to polish and balance Spy Hunter before its release. Here's hoping it lives up to its legacy.



BY FOUR-EYED DRAGON

- Developed and published by Acclaim
- Target release date: November

PlayStation 2 GameCube

FIRST LOOK

Legends of Wrestling

BEFORE THE EMBLEMATIC raised eyebrow and graciously poised middle-fingers of today's wrestling superstars, there was the much loved pet snake, which accompanied Jake Roberts, and the bright pink threads of Bret "The Hitman" Hart. These classic characters will be the main attractions of Legends of Wrestling, as you'll be able to wrestle with over 30 renowned old-school grapplers in 12 matches, including Ladder, Barbed-Wire, and Eight-Man Elimination Bouts. You'll also be treated to the voices of famed announcers Bobby "The Brain" Heenan and Captain Lou Albano.

Note: All screens shown here are from the PS2 version.

BY FOUR-EYED DRAGON

- Developed and published by Acclaim
- Target release date: Third Quarter 2001

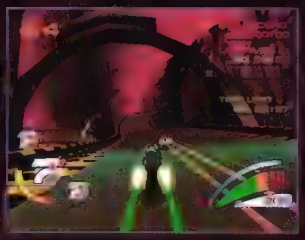
PlayStation 2 GameCube

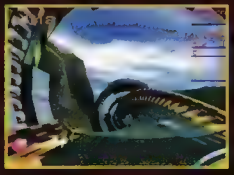
FIRST LOOK

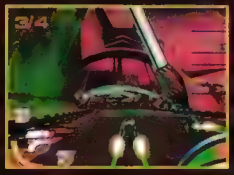
Extreme G3

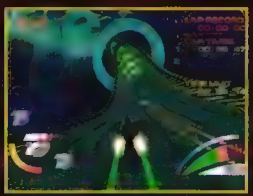
ACCLAIM'S SUPER RACER is ready to defy gravity once again. You'll climb onto one of 12 insane bikes armed with deadly weapons and protective shields, and then race on twisty tracks that span nine racing circuits in various environments: e.g., desert, forest, and ocean. Judging from the looks of these early screens, Extreme G3 might just wow your eyes as you race for first. If G3 is similar to its G predecessors, then you can expect a fast, dizzying ride.

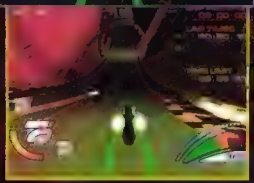
Note: All screens shown here are from the PS2 version.











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Onimusha 2

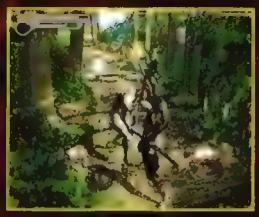
FIND OUT MORE ONLINE

BY MAJOR MIKE

- Developed and published by Capcom
- Target release date: March 2002

FIRST LOOK

FANS OF ONIMUSHA: WARLORDS for the PlayStation 2 will be able to catch a glimpse of the sequel, Onimusha 2, after they finish the first game. While the brief black-and-white footage of the follow-up is cryptic at best, new screens and info on the game have recently surfaced in Japan. Onimusha 2 will take place 10 years after the original game and will feature a new samurai warrior, Juubei Yagyuu. Several of the key design staff from the first game are also on board for the sequel, including producer Keiji Inafune. Onimusha fans can look forward to an Xbox version of the original game as well, which is also due in 2002.



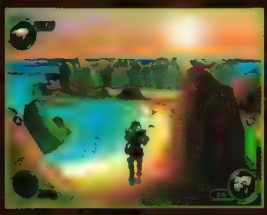
Giants: Citizen Kabuto

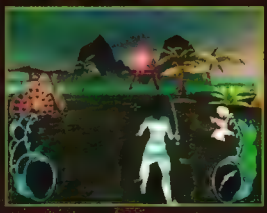
BY JAKE THE SNAKE

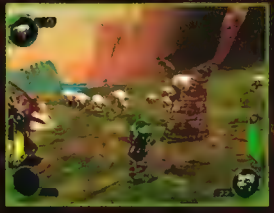
- Developed by Digital Mayhem
- Published by Interplay
- Target release date: September

HANDS-ON

WITH ITS HILARIOUS characters and unique, widely varied gameplay—including third- and first-person shooting, base building, jetskiing, and playing as a giant monster—Giants was one of the best PC games of last year. Can it translate to the PS2? A hands-on demo looked promising, with almost everything intact from the original. The texture detail was lowered a bit and the character models seemed blockier, but overall the PS2 version re-created the same sweeping vistas of the PC game. The controls worked well for a third-person shooter, and, best of all, there will now be in-game saving.







EOE: Eve of Extinction

BY DAN ELEKTRO

- Developed by Yuke's Corporation
- Published by Eidos Interactive
- Target release date: Fall 2001

FIRST LOOK

ASK ANY FAN of WWF SmackDown: When it comes to fighting, Japanese developer Yuke's Corporation knows how to brawl. This time, the setup isn't the squared circle but city blocks, as hero Josh Calloway fights the DNA jugglers of his employer, Wisdom Inc. Wisdom has more on its mind than genetically breeding super-food: It's building the ultimate weapon of destruction—and using Josh's girlfriend's soul as the catalyst. Armed with a sword and one hell of a bad attitude, you'll have to—what else?—save your girlfriend and then the world.

BY FOUR-EYED DRAGON

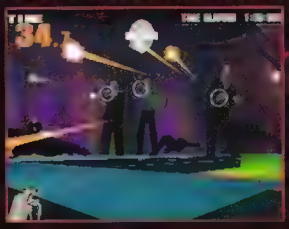
- Developed and published by Konami
- Target release date: November

PlayStation 2

FIRST LOOK

Police 911

In this arcade port of the intense shooter, you'll follow the footsteps of a Los Angeles police officer who is attempting to rise in rank by cracking down on the Japanese Mafia's activity. Unique to Police 911 will be the motion sensor accessory, which requires you to move your entire body in order to dodge bullets, look around corners, and take cover. Expected to receive a Mature rating, this game might be as close as you'll come to the hot action our peace officers often experience.



BY FOUR-EYED DRAGON

- Developed and published by Midway Home Entertainment
- Target release date: Fall 2001

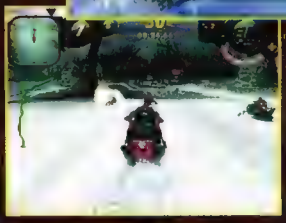
PlayStation 2 Xbox

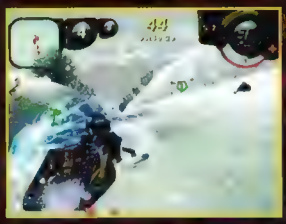
FIRST LOOK

Arctic Thunder

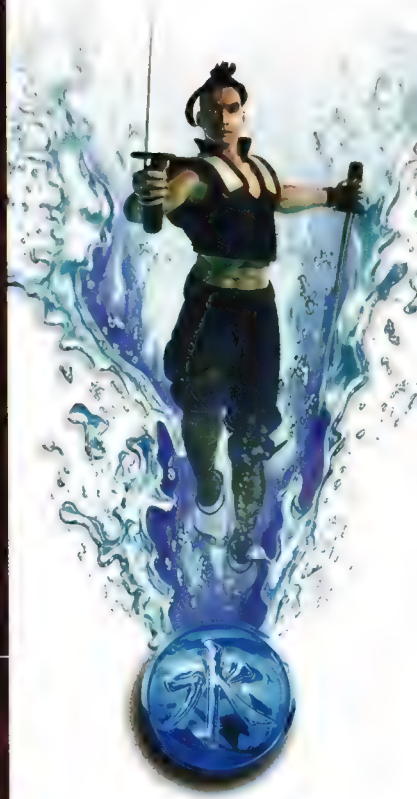
Midway's Thunder series is getting ready to continue its trademark over-the-top racing, this time in the freezing cold on the Xbox and PlayStation 2. You'll race in six crazy, customized snowmobiles, which are armed with wacky weapons like atomic snowballs, missiles, and super attacks. You'll speed through 12 icy courses, including the Swiss Alps and the Alaskan Pipeline; plus, the game will feature six hidden tracks to open up. You'll also be able to duke it out with up to four people on the Xbox and with two players on the PlayStation 2 in a free-for-all combat arena.

Note: All screens shown here are from the Xbox version.





BORN OF WATER



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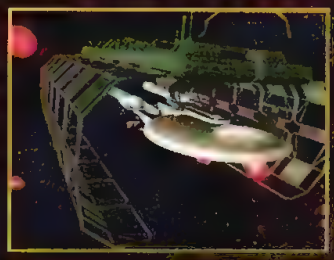
Star Trek: Shattered Universe

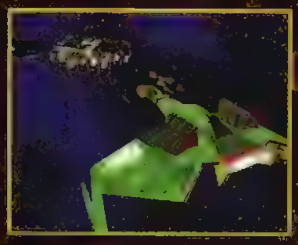
BY FOUR-EYED DRAGON

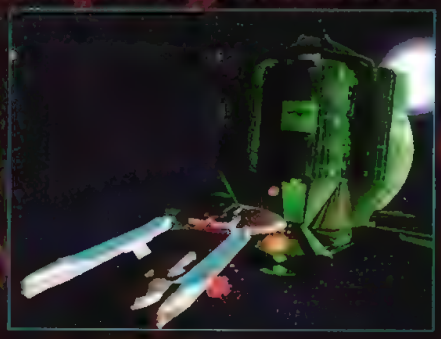
- Developed by Starsphere Interactive
- Published by Interplay
- Target release date: Fourth Quarter 2001

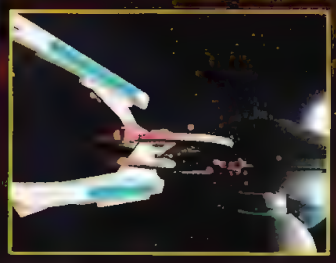
FIRST LOOK

YOU SHOULD GET ready to take the helm of the USS Excelsior in this space shooter that occurs after the events portrayed in *Star Trek VI* and includes story elements from the classic "Mirror, Mirror" TV episode. In addition to the Excelsior, you'll get to command Klingon, Vulcan, Romulan, and Tholian fighters in seven humongous chapters. Plus, you'll view battles through first- or third-person perspective, and be able to form alliances with former enemies to obtain ship upgrades and exotic weaponry.









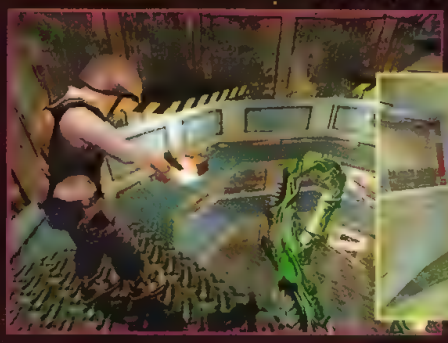
Half-Life

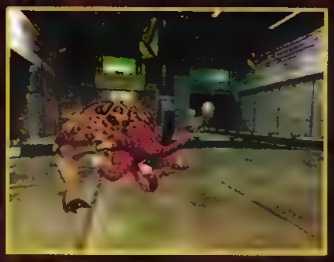
BY FOUR-EYED DRAGON

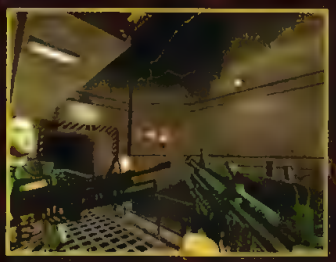
- Developed and published by Sierra
- Target release date: Fall 2001

FIRST LOOK

IT'S BEEN THREE years since this shooter captivated PC gamers with a solid story line and unbelievable gameplay. Now PlayStation 2 owners will have a chance to become Gordon Freeman, a research assistant who is thrust into a life-and-death situation in a top-secret lab where experiments have gone terribly wrong. Unique to this version will be totally new single- and multiplayer games, plus sharp-looking visuals that will include facial expressions and more realistic environments. Despite its age, Half-Life could become the life of the PS2 party with all its cool extra features.







Tony Hawk's Pro Skater 2X

BY FOUR-EYED DRAGON

- Developed by Treyarch
- Published by Activision
- Target release date: Fall 2001

FIRST LOOK

THE VENERABLE BOARDING scene led by Tony Hawk is about to invade the Xbox. Tony Hawk's Pro Skater 2X will contain all the levels from both THPS2 and the original THPS, along with brand-new courses. Additionally, you can expect to see realistic special effects and smoother, lifelike animations during gameplay. 2X also promises to take full advantage of the Xbox's network capabilities, which means a multiplayer extravaganza. The sick tricks will begin to fly this fall.

PlayStation 2

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PlaySmart

Maximize your video gaming fun! Make the right purchasing choices by knowing exactly what kind of content is inside each game.

The ESRB Ratings Guide

The interactive electronic entertainment industry utilizes a voluntary rating system developed by an independent organization—the Entertainment Software Rating Board (ESRB)—so consumers know what to expect before buying a video or PC game. The following is a quick key to the most common ratings; for a complete description, check out the ESRB's Web site at **www.esrb.org** or call **800/771-3772** for more information.

Titles rated **Early Childhood (EC)** have content suitable for children ages three and older and do not contain any material that parents would find inappropriate.

Titles rated **Everyone (E)** have content suitable for persons ages six and older. These titles will appeal to people of many ages and tastes. They may contain minimal violence, comic mischief, or crude language.

Games rated **Teen (T)** are suitable for ages 13 and up. These games could have violent content, strong language, and/or suggestive themes.

Games rated **Mature (M)** are appropriate for older gamers, generally 17 and up. Mature-rated games may contain more intense depictions of violence, stronger language, and, on rare occasions, sexual themes.

Titles rated **Adults Only (AO)** have content suitable only for adults. These products may include graphic depictions of sex and/or violence. Adults Only products are not intended to be sold or rented to persons under the age of 18.

The **Rating Pending (RP)** icon may appear in early reviews of soon-to-be-released products. Look for the actual ESRB rating icon on the game's package, check the ESRB's Web site or call its toll-free phone number for updated rating information.

Fear Effect 2: Retro Helix
By Eidos

MATURE

A prequel to M-rated Fear Effect, Fear Effect 2 is filled with violence, blood, and sexual innuendo. The dialogue is also loaded with sharp one-liners and adult humor—courtesy of the two female protagonists—that's definitely not for gamers of all ages. Here's one game that's rated Mature for good reason.

Hostile Waters: Antaeus Rising
By Interplay

MATURE

Although there's plenty of blowing things up, it's all done from a distance. And though you can eliminate very small people, mostly you destroy buildings and vehicles, so the violence isn't graphic. The real reason for the Mature rating seems to be the surprisingly vulgar language used by some of the characters.

Resident Evil Code: Veronica X
By Capcom

MATURE

Resident Evil Code: Veronica X has a substantial quantity of blood and gore. Most of the plasma that's spilled, however, is that of your adversaries, who consist of monsters, zombies, and other unreal creatures. Nevertheless, this Resident Evil outing, like its predecessor titles, would be very scary for the younger or more impressionable gamers.

Silent Hill 2
By Konami

MATURE

Although the violence in Silent Hill 2 involves re-animated zombies and bizarre mutations of human forms, it is nonetheless incredibly—and disturbingly—violent. Dead enemies are left to lie in real-looking pools of blood after your character shoots them and then stomps them while they're on the ground. The stuff of nightmares.

Silent Scope 2: Dark Silhouette
By Konami

MATURE

The sole focus of the gameplay in Silent Scope 2: Dark Silhouette is gunning down enemies, so its violence can't be denied. Playing as one of two good-guy snipers, you take out enemies from afar with the aid of your sniper rifle. There's minimal blood and gore, but this definitely isn't suitable for younger or more impressionable gamers.

Soldier of Fortune
By Crave

MATURE

With bad guys whose heads and limbs can be blown off, Soldier is simply the most graphically and gratuitously violent game yet. It shouldn't be played by anyone who has an aversion to strong violence or by anyone whose parents don't want them playing something as bloody as what's in the most violent R-rated movies.

Twisted Metal: Black
By Sony

MATURE

While the previous Twisted Metal car-combat games have been rated Teen for their slapstick/action-movie style chaos, the series' PlayStation 2 debut goes much further into dark territory. In addition to some gruesome nightmare-worthy characters, cinemas, and imagery, TMB features pedestrians whom players can run over. Definitely preview this one first.

Army Men: Sarge's Heroes
By Midway Home Entertainment

TEEN

Sarge's Heroes is replete with animated violence—as are most of the games in the Army Men series. The carnage, however, occurs within a fantasy plastic-toy world among toy soldiers, structures, and vehicles. Sarge's Heroes contains no blood or gore, and its only casualties are made of virtual plastic.

Crazy Taxi
By Acclaim

TEEN T ESRB

In Crazy Taxi, you control one of three cabbies who drive passengers to their destinations with reckless abandon, which means exceeding the speed limit, narrowly avoiding pedestrians, and hitting other cars and objects—all without realistic consequences. The dialogue track is filled with off-color remarks, however, mostly spoken by disgruntled passengers arriving late at their destinations.

Crazy Taxi 2
By Sega

TEEN T ESRB

Crazy Taxi 2 breaks every traffic law in the book, as players race through a fictional New York City. While no innocent bystanders are hurt, much property damage takes place. Yet all of the action is presented in a cartoonish arcade format—not realistically. There is nothing disturbing in this game.

Emperor: Battle for Dune
By EA Games

TEEN T ESRB

The game features lots of property, vehicles, and people blowing up from a distance, as well as cut-scenes with violence on the level of a *Star Trek* episode, but there's nothing graphic about any of it. The currency in the game is a substance called Melange, which is essentially a sci-fi mind-enhancement drug, but its usage is barely mentioned.

Final Fantasy Chronicles
By Square EA

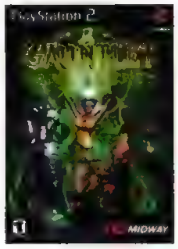
TEEN T ESRB

Final Fantasy Chronicles doesn't have much violence to speak of, save the nearly bloodless turn-based battle system of your standard role-playing game. Some of the game's script, however, does contain intense dialogue between various characters and may not be appropriate for gamers of all ages.

Gauntlet: Dark Legacy
By Midway Home Entertainment

TEEN T ESRB

This 3D update of the coin-op classic is full of creepy monsters, big magical explosions, and some hack-and-slash swordplay—but it's really nothing to be overly concerned about. Hordes of ogres, dragons, giant spiders, and other medieval creatures meet their demise at the business-end of double-bladed axes, but it's all firmly within the realm of fantasy.



Gundam Battle Assault
By Bandai

TEEN T ESRB

Gundam Battle Assault is a one-on-one fighting game in which characters square off against each other while in control of gigantic mechanized robots. Gundam features little blood, but the intense fighting and mass destruction of various surroundings during combat may be too intense for younger gamers.

Note: Some box art does not display final ESRB ratings.

ESRB RATINGS FOR ALL GAMES REVIEWED IN THIS ISSUE

Hostile Waters: Antaeus Rising ..... M	Floigan Bros. ..... E
Resident Evil Code: Veronica X ..... M	Fortress ..... E
Soldier of Fortune ..... M	High Heat MLB 2002 ..... E
Emperor: Battle for Dune ..... T	MX 2002 Featuring Ricky Carmichael ..... E
Final Fantasy Chronicles ..... T	Namco Museum ..... E
Motor Mayhem ..... T	NASCAR Heat 2002 ..... E
Super Street Fighter II Turbo Revival ..... T	NCAA Football 2002 ..... E
CART Fury ..... E	Pac-Man Collection ..... E
City Crisis ..... E	Sports Jam ..... E
EA Sports Rugby ..... E	Tony Hawk's Pro Skater 2 ..... E
Final Fight One ..... E	

GAMEPRO EXPLAINED

Our Rating System

GamePro evaluates every game in four categories: Graphics, Sound, Control, and Fun Factor. Ratings range from 5.0 (the ultimate) to 0.5 (the worst) in half-point increments. Games with a Fun Factor of 3.0 are average; those with a Fun Factor of 4.0 or higher are recommended.

Graphics: Judges the overall artistic quality of the animation, cinemas, and scenery.

Sound: Critiques the music and sound effects.

Control: Rates how the interface and control-pad commands affect the action and fun.

Fun Factor: Are you going to have a good time playing this game?

GamePro.com Connection

Whenever you see this symbol within an article, that means you can go to gamepro.com to find late-breaking information on the subject of that article—from additional game coverage, special strategies and codes, to...who knows?! Check out gamepro.com!

FIND OUT MORE ONLINE

WHERE TO FIND THE ESRB RATING

***GamePro* understands that parents care about the content of the video games their children play. That's why every review printed in our magazine and posted on our Web site lists the ESRB rating. Below, we've circled this rating in a sample review box to help readers locate it throughout *GamePro*.**

Note: Previews do not carry an ESRB rating as games are often not rated until they're ready for review and purchase.

PlayStation.2
EVERYONE
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ESRB
IDOL
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Winter. It's just better.

Cool Boarders® 2001. Ride massive arcade style courses against real world class pros like Todd Richards, Tara Dakides, Kevin Jones and Michelle Taggart. Sure, it's not exactly winter. But it might make summer feel better. Rest up. It's gonna be a long season.

CoolBoarders® 2001

Jeremy Jones casually tweaks a switch 1440 stalefish over a 70 foot+ cliff band.

Amateur rider Trent covers huge distance with this late 180 tail grab in Canada.

Blinding speeds and endless combinations are Tara Dakides key to boardercross.

Todd Richards gets big style points with this inverted backside 180 in the Highland Half Pipe.

Kevin Jones grabbing stalefish over powder transitions.

BY MAJOR MIKE

- Developed and published by Capcom
- $49.99
- Available August
- Action/adventure
- 1 player

ESRB: M

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.5	4.5	4.0

RESIDENT EVIL X -CODE: Veronica-

THE FIRST RESIDENT EVIL game for the PlayStation 2 arrives accompanied by somewhat of a muted cheer with Code: Veronica X, a direct port of the Dreamcast Veronica with a couple of additional cinema sequences. Resident Evil newbies will find an enjoyable adventure here, but rabid fans will find Veronica X to be very familiar territory.

FIND OUT MORE ONLINE

PROTIP: When you're playing as Chris, immediately defeat the giant worm that swallows the guard Rodrigo. If you're successful, Rodrigo rewards you with a lighter you can use to obtain a pair of Uzis.

Cast Away

Veterans of the RE series basically know what to expect: monster-blasting action crossed with brain-twisting puzzle solving, and Veronica X doesn't deviate from the formula. The narrative follows survival/horror franchise pros Claire and Chris Redfield from a desert island to a secret Arctic base; both locales are, of course, densely populated by zombies and mutated monsters courtesy of the evil capitalistic Umbrella Corp.

Veronica X delivers a solid stream of shocks and surprises, although some story elements are as awkward as the game's title punctuation. After a couple of "romantic" interludes between Claire and an island prisoner named Steve, you'll yearn for the no-nonsense style of Jill Valentine in RE3. One of the prime selling points of the game is additional cinematics that weren't in the Dreamcast version; but these will interest only those rabid fans who yearn for every last detail of the RE narrative.

PROTIP: When you confront Alexia while playing as Chris, equip the Magnum and hit her with a steady stream of shots.

Veronica's a Looker

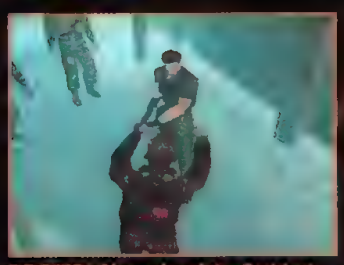
Veronica X does take the series to a new graphical high: Seamless environments are paired with solid—albeit stiff—character designs and a barrage of special effects. The camera angles are also improved over those of previous games, as they enable you to see more of your surroundings, which results in fewer attacks from off-screen monsters. The soundtrack also shines with eerie audio effects and suspense-inducing music. In the transition between platforms, the controls improved, too, thanks to the PS2's sturdy controller design that makes executing the various character functions a breeze.

Resident Evil Code: Veronica X arrives on the PlayStation 2 with cinema sequences that weren't in the Dreamcast version.

The Best Evil Yet! Well...

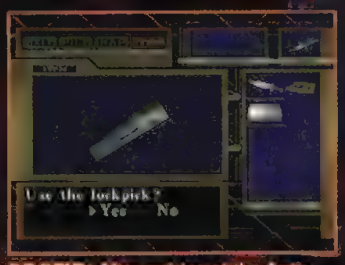
Veronica X is far from the best entry in the Resident Evil series, but is an entertaining fright-night nonetheless. Add in a playable demo of the promising Devil May Cry, and you have an overall package of decent value. G

PROTIP: You can unlock several secrets in Veronica X, such as a Battle Game and First-Person View.



PROTIP: Always heed the Resident Evil Law of Valuable Items: Whenever you obtain a rare item, a monster attack almost always follows.

PROTIP: When you obtain a strange item, examine it in your inventory. You could discover or unlock a new item.



PROTIP: After arriving at the Arctic base and regaining control of Claire, use the lockpick to open locked cases.

GRAPHICS 4.0

Veronica X is the best-looking game in the Resident Evil series to date—although not without flaws. The stiff characters and an abundance of "fog" distract.

SOUND 4.5

X delivers an excellent sound package: atmospheric effects, creepy music, and well-cast vocal talent. A few annoying voices do strike a sour note, however.

CONTROL 4.5

Veronica X's responsive controls are further enhanced by the sturdy PS2 controller; the only drawback is the absence of a custom configuration.

FUN FACTOR 4.0

If you've played the Dreamcast version to death, there's little new with Veronica X. Although X isn't the strongest game in the Resident Evil series, it's worth a long look.

BY DAN ELEKTRO

- Developed by Syscom Entertainment
- Published by Take 2 Interactive
- $49.99
- Available now
- Action
- 1 player

ESRB: E

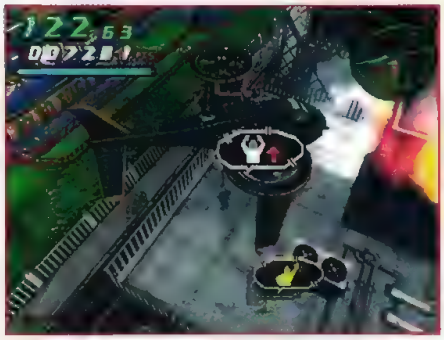
GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	4.5	4.0

HELICOPTERS AND VIDEO GAMES have a long and glorious history—until you take away the rocket launchers. City Crisis, however, does a fine job of updating Choplifter's nonviolent rescue gameplay to modern 3D standards.

Hover Crafty

It's a big city, so there are plenty of disasters for a chopper pilot to tackle. Explosions, hijackings, skyscraper fires, burning aircraft; you name it, you've got to save it—and it's tense fun to do so. The only thing you shoot is water; the only things you extinguish are flames. As you rescue more people, you're rewarded with more fire-fighting firepower in the form of water missiles. Navigating the tight city streets proves just as tricky—and lethal—but ultimately quite rewarding.

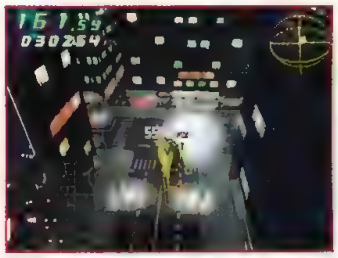
A light touch on the analog stick will yield precise control, but the lack of multiple camera angles may annoy some players. The buildings and 'copter models are very attractive, though you may spot a rare bit of slowdown or pop-up around the sprawling city. The victims' cries for help in various stereotypical ethnic dialects are both funny and disturbing, but they're no worse than the generic synth music, which sounds (appropriately enough) like it came from a low-budget disaster movie of the week.



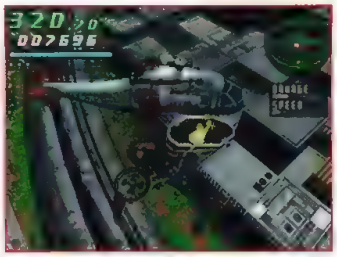
PROTIP: As you wait for your water jets to refill, rescue people. Keep alternating to save time.

Give It a Whirl

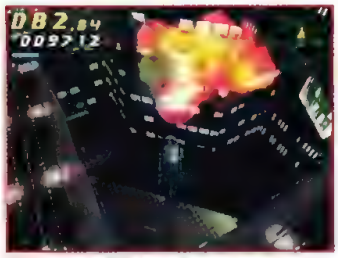
There's only one city and about 10 missions total, including the time attack runs; without multiplayer, the fun doesn't last long. Then again, you'd run out of cool things to do if the game lasted much longer. City Crisis's brief but unique gameplay makes for a great weekend rental but not much more.



PROTIP: The tight-turning Gold Fish navigates city streets best in the Hijacked Bus mission.



PROTIP: The speedy Dolphin is the best 'copter for most fire missions, but take the Lobster for the slow-moving Accident Flight.



PROTIP: Spraying water in short, controlled bursts (repeatedly tap R2) is more effective than holding the button down and emptying the tank.

IF INFOGRAMES IS lucky, history won't remember Motor Mayhem as a horrible PS2 car-combat game. No, it's more likely that history won't remember the abysmal Motor Mayhem at all.

BY DAN ELEKTRO

- Developed by Beyond Games
- Published by Infogrames
- $49.99
- Available now
- Car combat
- 2 players

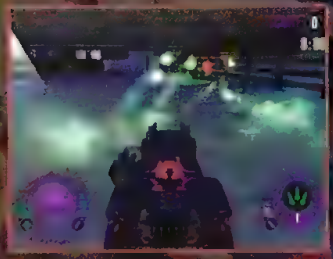
ESRB: T

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.0	2.5	1.0	1.5

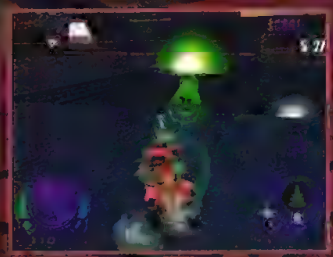
TWISTED METAL: BLEAK

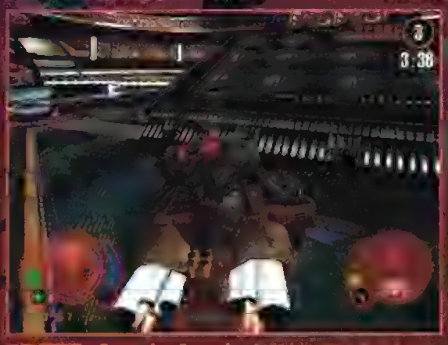
Vaulting players forward into the future, Motor Mayhem takes place in the Vehicle Combat League, where eight contestants with highly stylized, heavily armored cars do battle in televised arenas. The game-show presentation features lots of flashing lights, screaming crowds, loud explosions, fake-sounding announcers, and entirely generic techno music.

What's missing is any feeling of fun at all. Yes, the colors are very bright and the programmers have clearly had way too much fun with transparency and reflective textures, but that's where any vestige of quality ends. The flaccid sounds are joined by dreadful physics, such as exaggerated powerslides, bouncy shocks, weird gravity, and unexpected collisions. It's like driving a balloon—none of the cars, from the big tanks to the little motorcycles, handle well. The fighting game–style combo system is unwieldy, and a sense of speed would've been a good idea—high frame rates are easy to achieve when objects barely move. Boring level layouts with ill-conceived power-up placement only compound the problems, while the blatant in-game advertising for real-world companies is annoying, too.



PROTIP: Missile Salvo is not the best weapon in the game, though it's practically the only ones worth using.





Once the Arena's [illegible]

PROTIP: Machine guns aren't terribly [illegible] Focus on doing most of your [illegible]

A TOTAL WRECK!

PS2 car-combat fans debating between this lemon and Twisted Metal: Black can stop right now. Motor Mayhem is a game full of sound and fury, signifying nothing.

BY FOUR-EYED DRAGON

- Developed by Edge of Reality
- Published by Activision
- $45.99
- Skateboarding
- Available September
- 2 players

E

GRAPHICS	SOUND	CONTROL	FUN FACTOR
2.5	3.0	5.0	3.0

TONY HAWK'S PRO SKATER 2

THOUGH THIS GAME was released almost a year ago on the PlayStation, it's better late than never for N64 owners to get a taste of Tony Hawk 2. However, despite its now trademark addictive gameplay, a straight port of THPS2 just doesn't cut it anymore. On this aged system, Tony looks and sounds awful, and the N64 version has no new features to redeem itself.

An Old Bag of Tricks

The options haven't changed in this re-working of THPS2. You can ride as Tony Hawk or as 12 other pro skaters in diverse skate parks filled with ramps, pipes, and other insane obstacles. (You can create your own parks and skaters, too.) Each boarder possesses a slew of tricks—such as grabs, grinds, and flips—and each has his own special stunts. Pulling off a combo of tricks is simple to perform, which has always been the highlight of the Tony Hawk series.

THPS2's addictive gameplay also remains the same. In each level, you must complete a number of challenges, which range from doing a sick trick to collecting items scattered throughout the area. Hidden in each level is money that will enable you to buy new boards and level up your skills.

One Ollie Forward, Two Ollies Back

Don't expect to see the sharp visuals or hear the outstanding sounds that were found in other Tony Hawk games. Despite the smooth character models, the N64 Tony has a lot of draw-in and collision-detection problems on every level, plus the real-life video cut-scenes of your favorite skaters have been omitted. Even the songs have been shortened to a disappointing length, and some funny sound effects from the PlayStation version won't be heard.

A Skate of Decline

Without any new features and with less than average sights and sounds, THPS2 is worth playing only if you haven't already experienced its remarkable gameplay style. Otherwise, it's time to wait for the appearance of better Tony Hawk games on next-gen systems.

After playing THPS2 for the N64, you might think Tony has lost some skills.

PROTIP: To win first place at the bullring in Mexico, get at least 100,000 points on two runs without falling.

PROTIP: After time runs out, you can still extend your final combo by continuously doing manuals and grinds.

PROTIP: When buying stats, max out your Speed, Air, and Ollie attributes.

PROTIP: Either press Up (No Comply) A or double tap Up (Boneless) A to jump higher. This will help especially in Philadelphia or New York where there are more hard-to-reach areas.

PROTIP: In School II, grind the Opunsezmee Rail as the second bell rings to open up the gym area.

PROTIP: If you think you're not going to stick your landing on a ramp air, press Down so your board is even with the flat ground below.

GRAPHICS 2.5

Instead of visually pleasing skate parks, you'll notice a lot of draw-in; plus, you'll poke through walls and obstacles—sure signs that the collision detection needs fixing. Unlike the PlayStation version, you won't see cool cut-scenes of your favorite boarders performing slick tricks.

SOUND 3.0

The tunes have been shortened from their original length, making it hard to enjoy the music while you ride. And this version is missing a few comical voices and sound effects.

CONTROL 5.0

On par with other Tony Hawk games, the controls are perfect, enabling you to perform whatever trick and combos you want without a hitch.

FUN FACTOR 3.0

Despite the allure of the Tony Hawk name, THPS2 offers nothing new for fans. It's almost a year old, and the visual and sound features are poorer than their PlayStation and Dreamcast counterparts. Don't pick up this game unless you've never played THPS2 before.

BY FOUR-EYED DRAGON

- Developed by Visual Concepts
- Published by Sega
- $19.95
- Adventure
- Available now
- 1 player

EVERYONE E

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.0	4.0	4.0

FLOIGAN BROS episode 1

IT STARTED WITH the groundbreaking, in-your-face, intelligent Seaman. Now Sega is offering its latest experiment in innovative A.I. with Floigan Bros., a waggish adventure that challenges your mind to the very end.

NO SIBLING RIVALRY

In this light-hearted tale, you play as small yet clever Hoigle, who must help his larger, less-clever, younger brother, Moigle, to find the missing parts to complete Hoigle's secret project. The lost parts are scattered around the Floigan brothers' junkyard, which is filled with crazy activities—and is stalked by the evil Baron Malodorous and his cronies, whose only intent is to take over the brothers' turf.

Challenging gameplay ranges from solving easy puzzles and mind-twisting riddles to playing entertaining games with Moigle. The uncomplicated interface enables you to speak to Moigle: You can insult or praise him at will, suggest a variety of games to play, or point him in a specific direction. But Moigle, after all, is intelligent, so he develops emotional patterns depending on what you ask or tell him to do. You must also teach him new things and sometimes bribe him to follow your requests—just like a demented older sibling might do in real life.

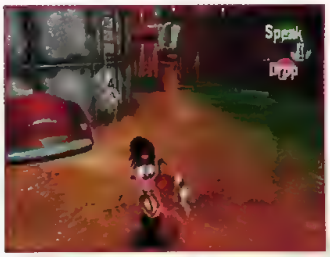
You just might enjoy the misadventures of the Floigan brothers in this innovative game by Sega.

BETTER THAN A SATURDAY MORNING CARTOON

Playing Floigan Bros. is like watching and listening to a full-scale cartoon, complete with sharp visuals and slapstick conversations, which makes it all the more fun. The junkyard is littered with ingenious nooks and crannies, plenty of colorful environments, and well-designed areas. The characters are also animated fluidly, so their movements make them hilarious to watch. As for the audio, both brothers bust out with comical one-liners that will put a smile on your face (even though the remarks can get repetitive).

The controls in Floigan Bros. are straightforward but tedious at times. Some game puzzles require Hoigle to perform a balancing act, and, given the sensitive controls, you might have trouble mastering this move; plus, the camera angles won't always rotate in your favor. Nevertheless, guiding both comical brothers through the many obstacles in Floigan Bros. is basically a breeze.

PROTIP: The barrel is at Under Hill—but to get it, you must first teach Moigle not to fear spiders.



PROTIP: Once you've found four parts, offer the kitten to Moigle.

PROTIP: To get the skeleton key in the cave, stand on the middle platform and push the switch until only the closest platform rises. Then go to the right platform and push the green switch.

PROTIP: Have Moigle learn Catch with the beach ball as soon as possible. You'll earn five big points every time you win a game.

BROTHERLY LOVE

If you enjoy a good challenge, then embark on this adventure. The fun, whimsical gameplay in Floigan Bros. will have you cursing at some of the harder tasks but laughing at most other times. Ultimately, the star of this show is a compelling A.I. that you won't find in any other game.

PROTIP: When you're playing tag, run around an object to avoid being tagged by Moigle.

PROTIP: Don't worry about using up all the food to feed Moigle. Food always regenerates at the same place once you restart the game.

GRAPHICS 4.0

Even though it takes place in a junkyard, Floigan Bros. is filled with bright, colorful scenery and a lot of area to explore. Best of all, Hoigle and Moigle show off a smooth repertoire of animated expressions, walks, and humorous moves.

SOUND 4.0

Don't expect an A+ comedy routine, but the Floigan brothers know how to make you laugh with their mannerisms and funny chatter. They repeat comments frequently, however, which can get annoying.

CONTROL 4.0

The game's control scheme doesn't take long to master; you can easily play games with Moigle or just verbally manipulate the poor guy as much as you want. Maneuvering Hoigle through certain obstacles is challenging at times.

FUN FACTOR 4.0

Floigan Bros. isn't for everyone. The puzzles can be especially frustrating and action is scarce, but brainteasers and humorous interaction between the brothers makes the gameplay refreshing and fun.

get into The Game
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BY JAKE THE SNAKE

- Developed by Runecraft
- Published by Crave Entertainment
- $39.99
- Available now
- First-person shooter
- 1 player

MATURE M

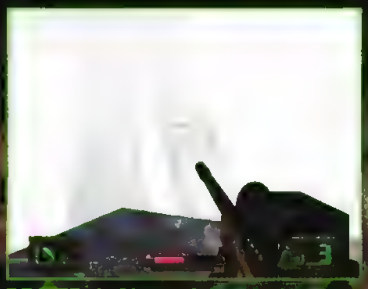
GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	4.0	4.0	4.0

SOLDIER OF FORTUNE

SOLDIER OF FORTUNE brings its notorious visions of exploding heads and flying limbs from the PC to the Dreamcast, making it the most gruesome game on both platforms. It's good fun for gunslingers who have strong stomachs and who can separate fantasy from reality, but with its average graphics and watery story, Soldier is notable only for its amazingly...um...interactive violence and its place as one of the few semi-realistic shooters for the Dreamcast.

Virtual Autopsy

You play as John Mullins, a soldier of fortune hunting a group bent on nuclear terror through 10 levels ranging from the NYC subway to Siberia to Iraq to Kosovo. Your weapons are based on real ones—a Mac-10, shotgun, .44-caliber pistol, rocket launcher, and more—and the damage they do is equally realistic. Shoot a bad guy in the leg, and he'll hop around. Shoot him in the head with a shotgun, and, well... you've seen water balloons explode. It's disgusting but impressive in a technical sort of way. This isn't one for the kids—or even for adults who dislike gratuitous carnage.

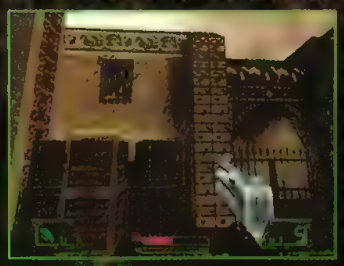


PROTIP: In Siberia, shoot the plane that crosses the crevasse and crawl through the opening.

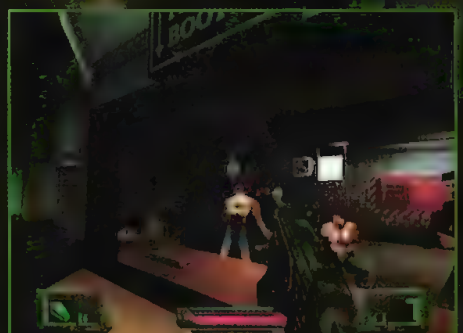
PROTIP: Blow up tanks by blasting them in their exhaust grate, just like in real life—yeah, right.

Guts and Glory

Besides the gore, Soldier is a good but not great shooter. The levels are unimpressive, mostly linear corridors with grainy textures. Slowdown mars otherwise intense firefights, as do long load times, and you sometimes get shot by enemies hidden in graphic fog. As for audio, enemies speaking in their native tongue add some flair, while the weapons sound good and real. As with most first-person shooters, Soldier is best played with a Dreamcast mouse and keyboard. The controller offers only three configurations and doesn't aim well. If you're longing for some over-the-top shooting with real weapons, Soldier of Fortune hits its mark with extreme prejudice, but less gonzo gamers should steer clear.



PROTIP: In Iraq, shoot the middle boxes to make an opening.



PROTIP: In the subway, jump onto the counter of the ticket booth and crouch to enter this office; next, flip the switch on the wall.

PROTIP: Charge! Rush enemies with guns blazing and don't stand still. The longer they're alive, the more likely you are to get shot.

10 WAYS TO EARN AN APE'S TRUST
1. Allow your ape into your world. Share your passions and fears
2. Give your trust to the ape. Be vulnerable in front of them
3. Sing to your ape. Singing is reassuring and calming. Apes love showtunes
4. Cry with your ape. Crying shows your ape that you're sensitive
5. Eat off the same plate as your ape. Share your silverware
6. Groom your ape by removing gnats, bugs or ticks
7. Encourage your ape to do human tasks...cooking, biking or wrestling etc
8. Spend time in your apes natural habitat...Plan a jungle safari
9. Change your hygiene habits to match the ape's...no cologne
10. Be yourself. Apes can spot a fake
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getintotheg ne.com

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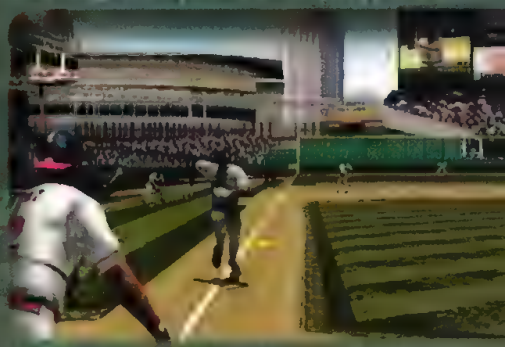
SEGA SPORTS

WORLD SERIES BASEBALL 2K2

Five different dominating modes of play including online.



Realistic accessories so you can recognize your victims

Dreamcast.

and Sega of Am Inc., 2001. All rig Major League Baseball Players A Players Choice on the Wo and 2001 MLBPA.

TIBURON'S GOT GAME

If you think you're good at Madden and NASCAR, you should see the pros play. *GamePro* visits EA Sports' Tiburon studio for a glimpse inside the house that Madden built. *By Air Hendrix*

THE BROW OF Tampa Bay Buccaneers wide receiver Jacquez Green is knitted in fierce concentration as he tries to guide his team to victory—not in some preseason game, but in his first test drive of Madden NFL 2002 as he takes on Tiburon producer Jeremy Strauser. What began as a casual demo for a visiting athlete has evolved into something of a bout as Green quickly struts his stuff, racking up a healthy lead by shifting his line into surprising formations that unleash lethal blitzes.

Tiburon's Q&A lab is packed with game testers rooting bugs out of the N64, PlayStation, and PS2 versions of Madden 2002.

The interesting part isn't just the competition, it's how Green's real-life expertise translates into the game so smoothly that he even has an advantage over one of the game's creators. Madden has been the football game to beat for years now, but moments like these hint at why the series has stayed dominant under Tiburon's stewardship.

Ryan Newman, a rookie sensation on the Winston Cup circuit after snagging pole position at Charlotte, turns impressive laps in NASCAR Thunder 2002 for the PS2.

Sharks of Football

Located a stone's throw from the theme-park sprawl of Orlando, Florida, Tiburon (Spanish for "shark") made its name as the development team behind the 32-bit versions of Madden. The self-contained studio handles almost every aspect of creating its games, from programming to testing to recording its own archive of every broadcasted football game. Acquired by EA in 1998, Tiburon currently creates the NCAA Football, NASCAR Thunder, and Madden series (see Sports Pages for coverage of all three), but its lineage includes early PlayStation action favorites such as Soviet Strike.

After several seasons of producing stellar Madden titles for Sony's platforms, Tiburon is taking its first stab at the GameCube and Xbox with Madden NFL 2002.

Unlike some ego-driven "star" developers, the team's intense work ethic and unassuming expertise readily explains why its games consistently nab rave reviews and big sales. In fact, says John Schappert, Tiburon's vice president and general manager, maintaining that standard of quality is why Tiburon hasn't become a mega-developer with a title for every sport. "Our goal is simple," he says. "We want to make the best games."

Tampa Bay Buccaneers wide receiver Jacquez Green takes a breather during a tight game of Madden 2002 against producer Jeremy Strauser.

Days of Thunder

That goal is why EA charged Tiburon with revitalizing its underperforming NASCAR series; the sport has a huge fan base, but EA's games weren't selling well. Schappert says Tiburon tackled the challenge by hiring a new development team with extensive experience in NASCAR racing. "After Madden's success," says Ed Martin, director of NASCAR production and a veteran of Sierra's renowned NASCAR games, "Tiburon seemed like a good team to inject that success into a big license like NASCAR."

A visit by Ryan Newman, a hot Winston Cup rookie driver, to test-drive NASCAR Thunder's already impressive preview version showed how that approach could pay off. Turning laps at Atlanta, Newman—who admits an addiction to NASCAR video games—remarks on how closely the track maps mirror real life, pointing out tricky spots to others chasing futilely after his quickly established top lap time.

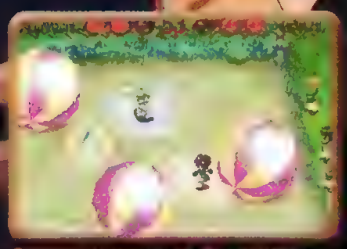
Ryan Newman's Alltel Ford (the black-and-white #02 car) trades more than a little paint in the PS2 version of NASCAR Thunder 2002.

He passes on some advice about tweaking the game's physics and sound, then plays until his handler has to drag him away from the controller. If a pro driver likes the game that much and his skills translate that well into the game, NASCAR fans have reason to be stoked about the title's potential. And Tiburon gets plenty of props for creating games that let both Green's and Newman's skills shine through—even if Green's Bucs did end up squashing Strauser's Eagles with a slick OT touchdown.

Tales of Destiny

EXPLORE VAST WORLDS IN SEARCH OF POWERFUL POTIONS, WEAPONS AND CLUES.

USE SPELLS OR STEEL TO BATTLE TO THE DEATH WITH EVIL HENCHMEN.



PLAY MINI-GAMES AND UNCOVER INCREDIBLE SUB-WORLDS.

FATE MADE THEM FRIENDS
DESTINY WILL MAKE THEM LEGENDS.

A mysterious girl arrives from the heavens with a message of impending doom.
And so begins the adventure for friends Reid and Farah. But it will not be easy.
The heroes must battle not only the challenges of an unknown force,
but also the demons that exist within themselves.

T — TEEN — Mild Animated Violence, Use of Tobacco and Alcohol

PlayStation

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Madden NFL 2002

BY ATOMIC DAWG

- Developed by Tiburon Electronic Arts
- Published by EA Sports
- Target release date: August

PlayStation 2

HANDS-ON

The Madden Machine

For over 12 seasons the quality of Madden NFL football games has been even more dependable than Eddie George on third and short. And even though Madden NFL 2002 for the PlayStation 2 will dump the Titans' George as box guy in favor of the Vikings' Dante Culpepper, the preview work-in-progress looked good.

Of course, when you say, "lookin' good" at this stage, you're talking about gameplay as much as graphics. The early hands-on version sported sharp on-field player graphics and awesome animation similar to 2001's, but it was missing many of the new and improved face and body close-ups expected in the final game.

Overlooking the obviously early visual package, the preliminary field play felt as sweet as ever. Naturally, you'll get all the current NFL teams, and you'll even be able to build the expansion Houston Texans in Franchise mode. The basic control schemes were the same, and player moves were already on the money. The kicking game drops last year's too-easy two-button press system for a more challenging three-press technique.

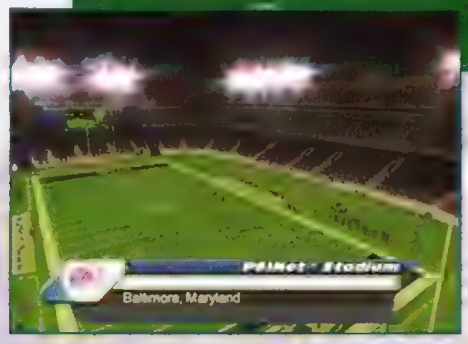
Madden NFL 2002 is looking good for its sophomore season on the PlayStation 2.

The Games Within the Game

To amp your football fun-o-meter between halves, Madden 2002 will feature some new gameplay modes: Two-Minute Drill will challenge you to run up as many yards and points within 120 clock-ticks as you can. Training mode will be a hecka-cool on-field training session where John Madden helps you practice the Xs and Os of key plays. And this year, you'll be able to build your own team, too.

Ready To Take the Field

Madden NFL 2002 reported to the Sports Pages' PlayStation 2 preseason workout in fine shape. While the game still might not offer enough fantasy to help Bengals' fans survive the season, all indications are that other football freaks should prepare for fine competition.



Madden NFL 2002

BY AIR HENDRIX

- Developed by Tiburon
- Published by EA Sports
- Target release date: November

GameCube Xbox

FIRST LOOK

MADDEN IS TAKING its famous football action to two new gridirons this fall, appearing as a launch title for both the GameCube and Xbox. These editions will be very similar to the PS2 version, which means you can expect awesome gameplay to kick off right from the start. Along with season and exhibition action, you'll find a huge list of other modes like Tournament, Custom League, Situation, Two-Minute Drill, and Franchise—a multi-season mode where you deal with salary caps, next season's expansion draft for the Houston Texans, and more. Madden himself will also help rookies learn the game in the Training mode.

Features new to the franchise this year will include replay challenges, left-footed kickers, a golf-style kicking meter, and use of the directional pad to underthrow or overthrow your receivers. Tiburon, the developer, also spent a lot of time improving the facial animations and pass defense, and these refinements will show up in the Xbox and GameCube versions. The Xbox Madden will even enable you to save mid-game and return another time to finish the match!

Madden NFL 2002

BY AIR HENDRIX

- Developed by Budcat & Tiburon
- Published by EA Sports
- Target release date: September

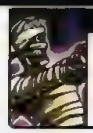
PlayStation Nintendo 64

FIRST LOOK

WHILE ALL THE hubbub these days focuses on the next-gen systems, EA Sports is keeping the love strong for "old-school" gamers with new PlayStation and N64 versions of Madden 2002. The big new feature this season will be Classic Madden—you'll be able to boot up and play Madden '93 for the Genesis, reliving one of the series' finest moments. A new Training mode will use a Telestrator to instruct newbies on the finer points of football, and, if you choke too badly, you'll be able to take a mulligan and replay the down.

The Two-Minute Drill mode will add defense and head-to-head action, and a new kicking meter should improve that element of the game. Naturally, you'll also find all the pro players and teams available for multi-season action. If you haven't yet sprung for a new system, Madden 2002 will probably rank as one of your must-buy titles this fall.

World Series Baseball 2K2



BY UNCLE DUST

- Developed by Visual Concepts
- Published by Sega
- Target release date: July

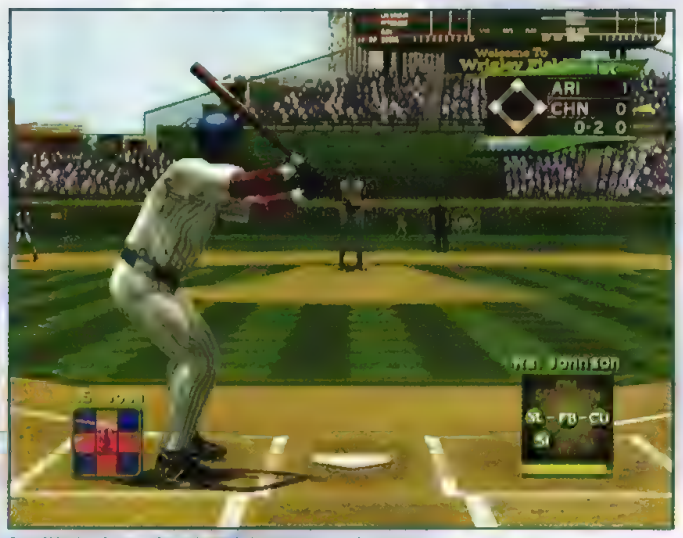
DREAMCAST

HANDS-ON

The Comeback Kid

After a truly disappointing rookie season on the Dreamcast, Sega's vaunted baseball franchise is being completely revamped for this summer's release of World Series Baseball 2K2. With Sega's super-developer, Visual Concepts, re-working the game from the ground up, WSB2K2 should truly be primed to make a comeback.

Working hard to correct the errors of last year's game, VC is adding player-controlled fielders and smarter, more realistic A.I. This year's team will also feature several key elements, including a multiyear Franchise mode, a home run derby, create-a-player, and even online play—but VC couldn't say how the game would overcome network lag.

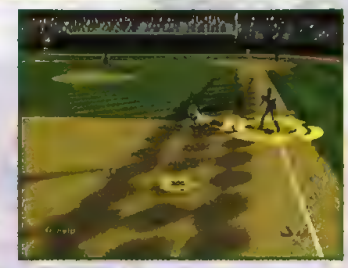


Can World Series Baseball 2K2 follow in the footsteps of the Chicago Cubs by catapulting from worst to first in 2001?

Beefcake Baseball

With WSB2K2, Sega isn't targeting the stat-analyzing, hard-core baseball fanatics: This game will definitely lean more toward arcade-style, pick-up-and-play fun. Hands-on with a preview version showed that the new cursor-based pitcher/batter interface works smoothly (although it was a little hard to deceive your opponent) and that the fielders move gracefully, making diving stops and pulling off tough double plays. The player models and stadiums looked sharp, and the extra interface details (such as hot-and-cold zones for hitters and a pitch tracker) made for an excellent overall presentation.

The World Series name took a beating in 2000, but WSB2K2 is shaping up for a better season by fixing the rough spots in last year's game and adding new features. These improvements should make it one of the most attractive packages for casual baseball fans. If VC can just figure out the network play, then the company might really be on to something.



NHL 2002

BY AIR HENDRIX

- Developed by EA Canada
- Published by EA Sports
- Target release date: September

PlayStation 2

HANDS-ON

In the Locker Room

After a stellar performance last year, the NHL series made some sharp off-season moves and looks to return with a powerful roster of new features and tweaks in NHL 2002. Leading the charge will be the new GameStory—much like a TV broadcast, the game will track interesting situations like possible hat tricks, shutouts, and more. Key replays will be stored and shown later as the story unfolds, accompanied by discussion from the commentators.

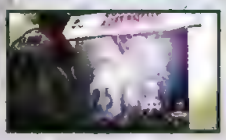
Following Madden's lead, NHL 2002 will also enable you to unlock and use NHL Cards to boost player performance, try out a cool cheat, and so on. The cut-scenes that added so much excitement to last year's game are also being updated with tons more scenarios to keep the variety strong. And a new letterbox camera will come into play during thrilling moments—breakaways, big hits, saves, etc.—as the crowd sound fades out and the camera zooms in on the big play.

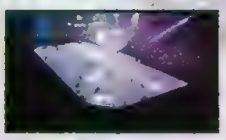
Last season, EA Sports stormed the PS2 rink and took over the whole arena, and NHL 2002 should easily continue that legacy of greatness.

In the Skates

For the hockey hardcore, you'll also find a 10-season Career mode and some intriguing control tweaks, including saucer passes that enable you to lift the puck over a D's stick. The new variable puck control means that Lemieux will get instant control of the rubber, but rookie scrubs will need a few seconds and can be easily knocked off the puck. The goalie A.I. will now adapt to your moves, so if you find a money shot, you'll probably score only once or twice before the netminder starts shutting you down. Best of all, last year's load-time nightmares should be corrected as the development team is shooting for a 20- to 30-second load time.

In hands-on time with a preview version, NHL 2002 performed like a champ. While there was naturally some tuning that remained to be implemented, the game's impressive potential shined through in the slickly updated animations and tight gameplay. As long as development stays on track, NHL 2002 should clinch the Stanley Cup again this season.





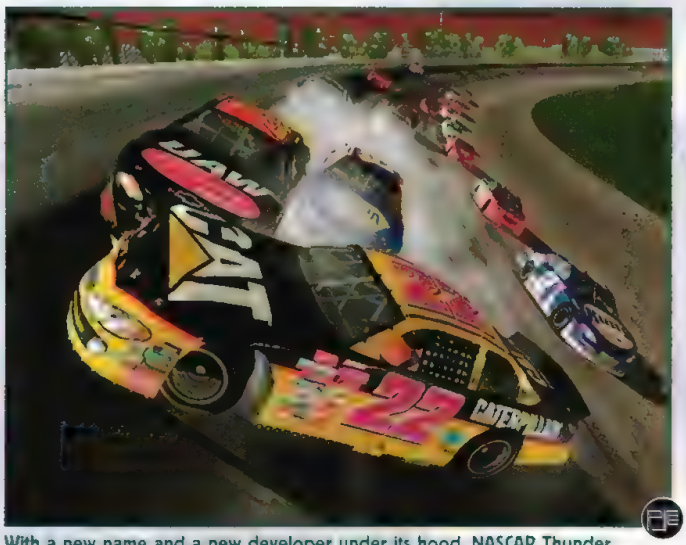
NASCAR Thunder 2002

BY AIR HENDRIX

- Developed by Tiburon
- Published by EA Sports
- Target release date: September (PlayStation); October (PS2); November (Xbox)

PlayStation 2 Xbox PlayStation

FIRST LOOK



With a new name and a new developer under its hood, NASCAR Thunder 2002 looks like the car to beat this season on the stock-car circuit.

A Thunderous Start

After shifting development to Tiburon, the creators of Madden, EA Sports is "relaunching" its stock-car series with a new moniker: NASCAR Thunder. A peek at a pre-alpha version showed that the hype will likely be justified as Thunder 2002 represents a hefty upgrade on both the features and graphics side.

Thunder will offer all 23 Winston Cup tracks—including the newly built Chicago and Kansas City circuits—in a season that mirrors the Winston Cup schedule (though the Winston Cup name won't appear because of Sony's rules against tobacco and alcohol ads). A 31-car pack will compete in each race (in two-player games, however, the pack will be smaller to maintain the frame rate), and gamers will be able to choose from 61 Winston Cup and Busch Series drivers.

Thunder's coolest new feature, though, will be its multi-season Career mode. Players will create and design their own car, then race to earn the attention of a sponsor—attain certain accomplishments in your season, and the sponsors will come calling. Your winnings and your sponsors' cash will be spent on upgrading your car and crew. Other intriguing new additions will include a tire-wear meter, the ability to tweak your car setup in Practice mode without reloading the track, and an easy mode with assists for newbies.

A Slick Finish

With Madden's graphics engine behind the scenes, Thunder's visuals are already looking snazzy, especially the lighting and car models. The motion-captured pit crew and awesome damage modeling will also add plenty of sex appeal.

Tiburon is focusing on tuning the gameplay as well, so drafting will perform better and the A.I. drivers will act more realistically—blocking passes, picking up drafts, and even spinning out now and then. The overall feel should be slightly more realistic than that of past editions, but Thunder's definitely no sim. With all these improvements behind it, NASCAR Thunder 2002 looks like it will be a serious contender—and hopefully a sharp racing game—when its season kicks off this fall for the PlayStation 2, Xbox, and PlayStation.

PlayStation 2

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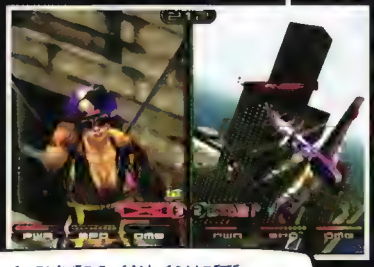

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BY UNCLE DUST

- Developed and published by EA Sports
- $49.99
- Available now
- College football
- 2 players

EVERYONE E

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.5	4.5	4.5

NCAA Football Plays Like a Pro on PS2

PLATFORM
PlayStation 2

SPORT
College football

USING HIGH-QUALITY, Madden-like presentation and gameplay, EA Sports' NCAA Football 2002 is the total package for college football. Its outstanding looks and stellar controls make this game a heavy favorite to win the championship.

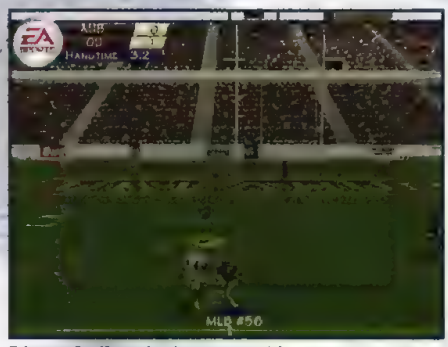
Breaking Tackles

All the thrills and intensity of the college gridiron are wrapped into a tight package in NCAA Football 2002. This game features 144 Division I-A and I-AA teams, along with 26 Bowl games—and is the only one with BCS standings and the Sears Trophy. Plus, you get an amazingly deep Dynasty mode, with in-depth recruiting and statistics for each and every team and player.

Everyone knows it's not the features that sell a sports game; it's what the game does on the field that counts—and this is where NCAA Football excels. Built on a modified version of the celebrated Madden engine, NCAA goes beyond its PlayStation past to deliver a custom-built collegiate feel, from hundreds of team playbooks featuring tons of plays to the mascots on the sidelines cheering on their teams. Taking a page from the Madden book, NCAA features a Campus Challenge in which you earn points for gameplay goals to unlock secret teams and cards, which adds plenty of replayability.

PROTIP: When tackling a receiver downfield, don't dive (tap □)—because if you miss, they'll go all the way. Just hold ○ to sprint after them and drag them down.

PROTIP: The option is the best running play—it forces the defense to guard against both up-the-middle and outside runs.



PROTIP: If you're having trouble returning punts, run a linebacker back to your punt receiver to provide extra blocking.

Throwing Long

Once on the field, you'll be moved by the game's impressive graphical detail, such as its realistic tackle animations, grass stains on the uniforms, decals on the helmets, and sidelines populated with polygonal characters who react to the action on the field. You'll even slide on a muddy field when it rains and see your breath on a cold day. The only visual flaw is the flat crowds in the stands, but they're apparent only in some replays.

NCAA Football also effectively re-creates the sounds of a live college football game: You'll hear fight songs from the band, crowds chanting and cheering, stadium announcers, and excellent three-man commentary from Brad Nessler, Kirk Herbstreit, and Lee Corso. You'll actually want to sit through the pre-game festivities to listen to what they say about the game.

The concise Madden-based control scheme keeps you ahead of the game, whether you're running the option or throwing downfield. Defensively, you have a full bag of tricks to help you smash opponents into the turf.

Headed for the Sears Trophy

Whether you're looking to lead a new dynasty or enroll in the college football team of your dreams, NCAA Football 2002 is the ultimate experience. Strap on that helmet, put on your pads, give yourself a scholarship, and get into the game! And I mean now!

PROTIP: Late in the game, confuse the A.I. defense by passing out of sets from which you usually run and by running from shotgun sets.

GRAPHICS 4.5

Impressive stadium models, detailed players, smooth animations, and even realistically populated sidelines—you've never seen a college football game look this amazing.

SOUND 4.5

This game truly captures the sound, spirit, and hysteria of college football from the cheering crowds to the marching bands, and the play-by-play commentary is also very good.

CONTROL 4.5

You'll easily be able to juke, jive, dive, tackle, and anything else you'd want to do in football. Play-calling (even down to audibles) is also simple and straightforward.

FUN FACTOR 4.5

If college football is your game, then NCAA Football 2002 is the real deal. This game has everything from sharp presentation to a deep, involving Dynasty mode. It's the big man on campus.

PROTIP: The QB Sneak from the Goal Line set is a great way to get a few yards. Run it often to get tough first downs.

PROTIP: If you delay blitz when playing as the middle linebacker, you'll get straight to the QB for pressure while he's throwing.

NCAA's hidden teams put the school mascots into action as the UGA Dawgs take on the AUB Tigers.

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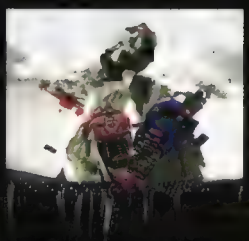
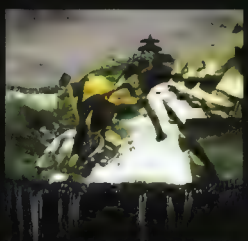
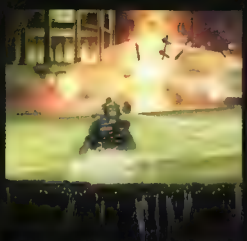


Throttle the competition with hard core hand-to-hand combat.



Hyper-realistic racing velocity and major air give new meaning to "breakneck speed."



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ARCTIC THUNDER

PlayStation 2

TEEN T Mild Violence

NASCAR Heat 2002

BY JAKE THE SNAKE

- Developed by Monster Games
- Published by Infogrames
- $49.99
- Racing
- 2 players
- Available now

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	3.5	4.5	4.5

PLATFORM
PlayStation 2

SPORT
Racing

WITH MORE CARS, tracks, modes, and car-tweaking options—plus better graphics and physics—NASCAR Heat 2002 blows by EA Sports' NASCAR 2001 for the stock-car racing crown.

Can't Beat the Heat

Heat breaks out of the racing-game pack with its innovative Beat the Heat mode, a series of 36 mini-games that teaches you the basics of turning and drafting, then throws you into white-knuckled situations, such as last-lap pileups that you must maneuver around to win.

NASCAR Heat also leaves some skid marks with its beautiful graphics and realistic physics engine. The cars look superb with intricate sponsor labels, and, if you tap their rear side too hard, they slowly float into spinouts. The tracks look equally real with infields full of RVs and fans, easily legible wall ads, and asphalt darkened by tire tracks. And with 24 cars on the track at once (four more than in NASCAR 2001), the pileups can be huge. In-game sounds are sparse, though—just engine noise and a radio spotter who calls out the location of the closest cars.

PROTIP: Always look to get in the draft of another car. It helps even if the car is hundreds of feet ahead, and it may be the only way to catch up.

Guts, Glory, and Gear Ratios

Heat has all the features a newbie or a hardcore NASCAR roadie could want. You can adjust things on your car that casual fans haven't heard of—such as the grille tape, trim, and sway bars. Plus, with 19 courses, only a few of the Winston Cup tracks are missing. The realism and difficulty can be widely varied, so you can race a whole race with pit stops against flawless opponents, or just a few laps with no flags. Driving your car works great with either the controller or the GT3 steering wheel, and both can be adjusted. Until we see how well EA Sports' NASCAR Thunder 2002 turns out, NASCAR Heat 2002 is the stock-car game to beat.

PROTIP: Turns are the best places to pass. If you don't have a draft to whip you around the outside, you can usually get ahead by cutting inside.

PROTIP: When you see a pileup ahead, let off the gas—don't hit the brakes or you'll make it worse. Look for a hole, then accelerate through.

MX 2002 Featuring Ricky Carmichael

BY DAN ELEKTRO

- Developed by Pacific Coast Power & Light
- Published by THQ
- $49.99
- Motocross
- 2 players
- Available now

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	4.0	3.0

PLATFORM
PlayStation 2

SPORT
Motocross

MOTOCROSS MAY BE fun to try in real life or exciting to watch as a spectator, but MX 2002 Featuring Ricky Carmichael doesn't really wind up being as much fun as either of those options.

Dirt Devils

As THQ's first PlayStation 2 motocross game, MX 2002 looks pretty; the rider animations are a little robotic when going around turns, but overall, the rider motions (especially the bails) are quite good. But whether you're building a race career as one of the 30 pros (or your own created rider), trying out tricks in stunt mode, or jumping buses (which, unfortunately, is less thrilling than it sounds), graphics don't make up for uninspiring, one-more-lap gameplay.

Control is a mixed bag. It's satisfying to pop the clutch for speed, to powerslide, and to preload for jumps, but it's also tricky to coordinate all those motions as you tear around a tight track. And due to the button-mashing scheme they've been assigned, stunts are consistently hard to pull off. Plus, during a race, you'll get no bonus for that seat-grab superman.

PROTIP: Always take the full practice round in Career mode. You'll need to scope out jumps to gauge your preloads for each.

PROTIP: Powerslide around corners by holding the R1 button, but not for too long—if your timing is off, you'll sap your speed.

PROTIP: When navigating whoop-de-dos, lean back a little on the stick and try to bounce off each bump with your back wheel.

THQ is proud of the game's physics, but some collisions look patently unnatural, and it's inane that you hit invisible walls and bail whenever you stray from the track. The rider creation lacks depth, and, from the sound of it, the gas tank is apparently full of angry hornets. Thankfully, so are the amps of rock and punk bands like American Hi-Fi and Sum 41, which grace the soundtrack.

Born To Be Mild

Kinda accessible, sorta deep, and relatively enjoyable, MX 2002 Featuring Ricky Carmichael for the PS2 may find its true niche with big motocross fans, but casual gamers will most likely be left in the dust.

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SQUARE EA GOES OLD-SCHOOL AND REVIVES TWO OF ITS RPG CLASSICS, BRINGING FFIV AND CHRONO TRIGGER TO THE PLAYSTATION IN:

FINAL FANTASY IV

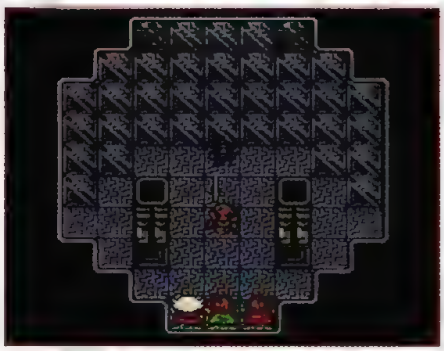
BY UNCLE DUST

PUTTING THE FINAL piece into the Final Fantasy puzzle on the PlayStation, Square EA's revamped, re-released version of Final Fantasy IV shines with a strong story and classic role-playing gameplay.

BACK TO THE FANTASY

With a fully restored and newly translated narrative from the original Japanese version—along with slight graphic, audio, and gameplay tweaks—FFIV vividly brings to life the classic setting of the RPG series that the ninth installment revitalized last fall. Playing as Cecil, the leader of the Dark Knights, you doubt the intentions of your king and are branded a traitor. Along with a large cast of colorful characters, your next move is to stop the evil plans of Golbez as he gains control of the four elemental crystals.

In its 1991 SNES release, this game was noted for its breakthrough story, which created three-dimensional characters with complex, human emotions and intense moral dilemmas that wove seamlessly into the plot. Also, the Active Time Battle (ATB) system appeared to add more urgency to the turn-based battles, and it remains at the heart of the latest FF games. These features still stand out today, making FFIV one of the most gripping RPGs.



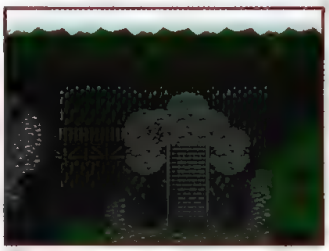
Final Fantasy IV's narrative addresses each character's past and how they must come to terms with it. Here, Cecil must face his dark side.

PROTIP: Navigate blind areas quickly for secret treasures (like this one in Bapul) and in some dungeons. In dungeons, time is of the essence to avoid random battles.

OLD SCHOOL RULES

Even though its story was ahead of its time, FFIV's graphics and sound do suffer badly from age. Visually, FFIV is flat, dull, and less detailed than its Chronicles counterpart, Chrono Trigger. Character sprites, however, are good enough to involve you deeply in this fantasy world. Likewise, the familiar tones of the FF series, from battle music to character themes, do an excellent job of punctuating the emotion and action of the game; unfortunately, the sound is tinny and shallow in its conversion to CD.

The controls, on the other hand, are excellent, from the familiar menu and battle systems to exploring the massive world. Plus, the addition of a dash feature helps you avoid some random encounters.

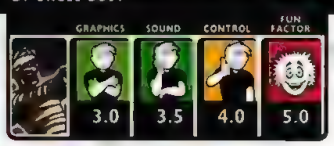


PROTIP: Don't worry about barely surviving your first battles on Mt. Ordeal; there, you soon find Tellah, who gives your party needed punch.

PROTIP: Capture the white Chocobos to regain valuable MPs, and use the yellow Chocobos to move swiftly across the world map.

WHAT REALLY MATTERS

For fans who enjoyed FFIX's return to the good old days, Final Fantasy IV will be a thoroughly enjoyable adventure. FFIV will also remind all gamers of what's really important in an RPG: an engaging story and complex, well-developed characters.



GRAPHICS 3.0

The 2D sprites are simple but still convey enough detail to individualize the characters. The dull backgrounds, however, don't make the translation well from the SNES.

SOUND 3.5

You'll enjoy and recognize the familiar music, yet the audio effects are merely sufficient. Everything sounds like it's traveled over a cell-phone connection.

CONTROL 4.0

Concise, organized menus enable you to get what you need during battle, and the early ATB stills holds up. This adventure is the definitive, classic RPG in terms of gameplay.

FUN FACTOR 5.0

From the beginning of the story to the many narrative twists and turns, Final Fantasy IV is an outstanding, epic work that impresses despite its advanced age.

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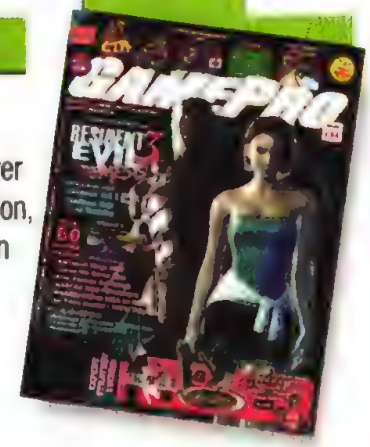

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GAME RATINGS SHOWN BELOW

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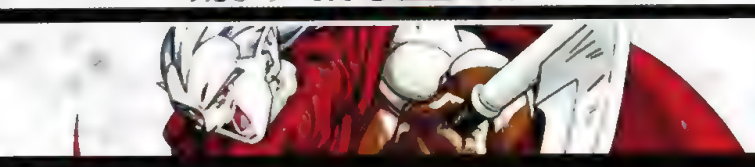
- Published by Square EA
- $39.99
- Available now
- RPG
- 1 player

T for Teen

FANTASY CHRONICLES



CHRONO TRIGGER

BY MAJOR MIKE

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.0	3.0	4.0	5.0

THE INCLUSION OF Chrono Trigger in this RPG retro collection may seem awkward (the package is, after all, titled Final Fantasy Chronicles), yet Trigger is a perfect companion to FFIV. Not only does it share the top elements of the best Fantasy offerings, but its tweaked battle system, nonlinear gameplay, and multiple endings add excellent replay value...even though its sights and sounds are stuck in the stone age.

PROTIP: During the fight with Dragon Tank in 1000 A.D., attack the head first; once that's destroyed, take out the rest of its body.

TIME AFTER TIME

Trigger tells the story of Chrono, an ordinary person who graduates from reluctantly babysitting a rebellious princess to protecting the existence of time. Sure, it sounds mundane, but Trigger benefits from rich characterizations, cool combat, and surprising plot twists. Furthermore, you travel across time, which sets up several alternate scenarios depending on the actions you take.

Monster encounters also receive a sweet spin, as you can pick and choose your battles instead of engaging in spontaneous fights. The battle system features some arresting wrinkles, too, especially the Dual Techniques where you dish out serious punishment by teaming up with another party member. Simple and responsive controls aptly handle the menus, although frequent visual slowdown—something that marred FFVI in FF Anthology—is an annoying interference.

PROTIP: When fighting Heckran at the Heckran Cave in 1000 A.D., heal your party members when he says, "Go ahead! Try and attack...!"

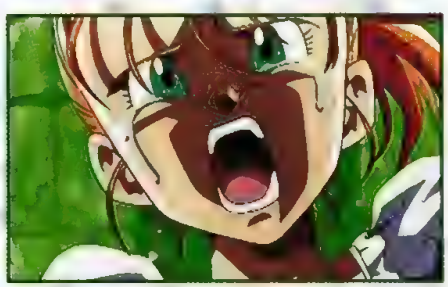
EXTRAS! EXTRAS! EXTRAS!

It's a good thing that Trigger features a solid core, made up of a strong narrative and addictive gameplay, because the sprite visuals and tinny audio are way behind the times. Aside from the squashed sprite-characters and bare-bone special effects (remember Mode 7?) from the 16-bit version, you'll find new, high-quality anime cut-scenes and "unlockable" rewards such as an art gallery, music box, and other goodies.

PULL THE TRIGGER?

Despite its age, Chrono Trigger is still one of the best RPGs ever created, and it did lay the foundation for its excellent PlayStation successor, Chrono Cross. Professional Square lovers will be in retro heaven with this re-issued Trigger, but gamers who picked up on RPGs around the 32-bit era may be understandably disappointed.

PROTIP: Not all treasure is in chests, so keep an eye open for objects that may be hidden by leaves or rocks.



One of Chrono Trigger's anime sequences exclusive to Final Fantasy Chronicles

GRAPHICS 3.0

Chrono Trigger's graphics were striking back in 1995 but show their age today. The visuals also suffer from slowdown during battle sequences and lengthy in-game CD load times.

SOUND 3.0

Trigger's audio showcases low-key sound effects and occasionally arresting music; on average, though, the soundtrack is, well, average.

CONTROL 4.0

Moving your party, navigating menus, and other actions are straightforward and easy to learn. The only sore spot is menu navigation during battle, where onscreen slowdown creates inaccuracy.

FUN FACTOR 5.0

Chrono Trigger proves that a rich scenario and characterizations are the key to a decent RPG. Although the visual and audio aspects have aged poorly, the game is an invaluable offering to its genre.

Phantasy Star Online Ver. 2

BY UNCLE DUST

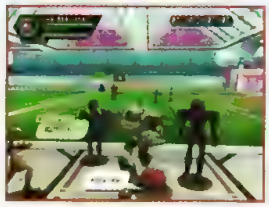
- Developed and published by Sega
- Target release date: Summer 2001

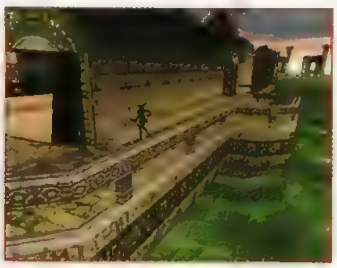
DREAMCAST

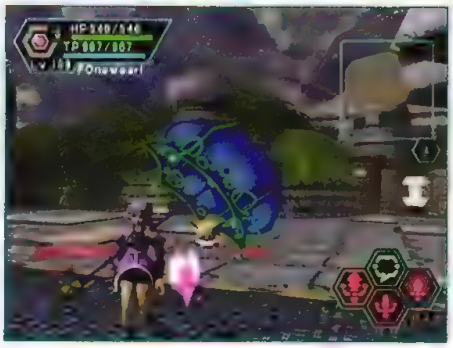
FIRST LOOK

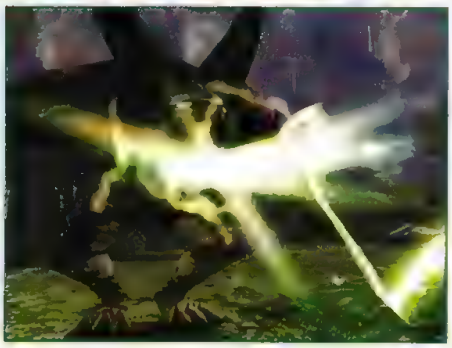
THE SCOPE OF Sega's ambitious online RPG is expanding. Phantasy Star Online Ver. 2 will feature the original content from the first game, but will also have new levels, new features, and even a ton of new bad guys. Fans needn't worry—you can still play as characters from the first game, only now you'll be able to build them up to level...200. And you'll want to because Ver. 2 is adding Ultimate Difficulty mode to make the game harder.

Other added options will include a Challenge mode to test your character's endurance; a Battle mode that enables you to fight against another gamer; and Lobby Ball, an area where you can chat and form online teams of up to 12 players. With new rare items to find, tougher monsters to combat, and day and night level effects, PSO Ver. 2 should enlarge the realm of this popular persistent world—still the only one available to console gamers. If you haven't played it yet, Ver. 2 will give you another reason to join the PSO clan online.









Darkened Skye

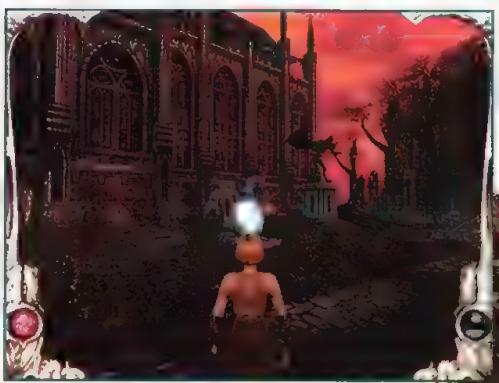
BY UNCLE DUST

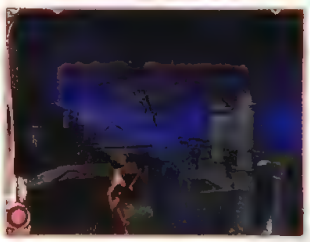
- Developed and published by Simon & Schuster Interactive
- Target release date: Third Quarter 2001

PLAYSTATION 2

FIRST LOOK

IN THE UPCOMING RPG called Darkened Skye, you'll play as the title character, an adventurer in search of the four prisms you'll need in your quest to defeat the evil Necron. Because the latter has brought a darkness upon the land, your objective is to save the world—with the help of the magic power of the enigmatic...Skittles (yes, the colorful candy). In this action-packed adventure, you'll battle through 30 missions in five worlds.





BY BROTHER BUZZ

- Developed by Game Arts
- Published by Ubi Soft
- Target release date: Fall 2001

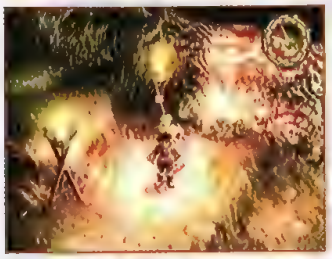
PlayStation 2

FIRST LOOK

Grandia II

ONE OF THE best role-playing games for the Dreamcast is sliding over to the PlayStation 2 (for info on the Dreamcast version, see our ProReview in the January issue). Although details were scant at press time, a straight port of Grandia II would go a long way toward fortifying the PS2's RPG lineup.

Grandia II will feature its epic, religiously tinged story line, which chronicles a titanic struggle between good and evil. The story centers around Ryudo, a mercenary sword-for-hire who gets more than he bargains for when he takes a job as bodyguard for an aspiring priestess. Grandia II fans will likely find this PS2 version a high-class rerun, but because Game Arts plans to keep the game true to form, that ain't all bad. Grandia II will come with the same innovative combat system that combines turn-based moves with real-time tactics. You'll also be able to swap magic and skills among the four-party members to build the best possible fighting team.



This port could actually be good news in disguise for RPG gamers: If they're reissuing Grandia II now...there's a good chance they're working on Grandia III!

BY BROTHER BUZZ

- Developed and published by Natsume
- Target release date: October

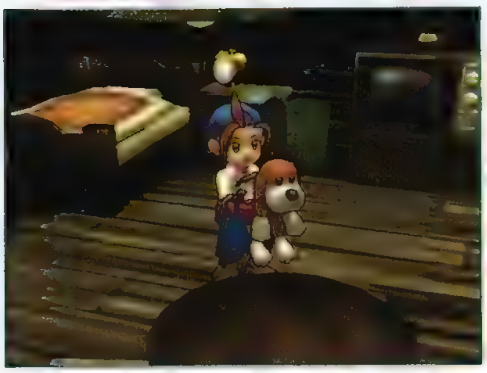
PlayStation 2

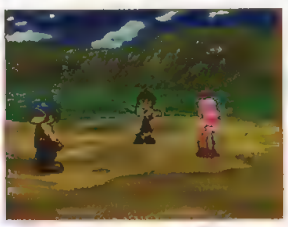
FIRST LOOK

Harvest Moon: Save the Homeland

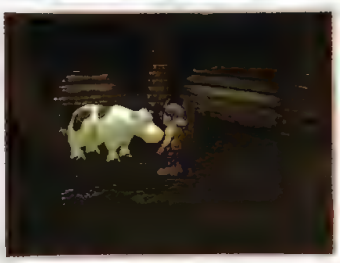
HOW YOU GONNA keep 'em down on the farm after they've seen a PS2 RPG? Natsume's cultivating an answer.

Harvest Moon: Save the Homeland seems to be nudging the traditional-farming simulation series toward a more robust role-playing game experience. This time, you'll try to save your farming village from being turned into a cheesy tourist resort. More emphasis will be placed on nurturing relationships with other characters than on harvesting crops and raising animals: There will be 20 key villagers, and Natsume says you can join them in over 100 heartwarming events. Plus, depending on your personality, you'll be able to experience nine unique endings. A beefier A.I. will also make possible more complex interactions with animals than in past Harvests. Visually, the graphics should feature a sharp-looking, 3D anime style.





Maybe this all sounds a bit like one giant interspecies group-hug, but so far Natsume is certainly planting the seeds for an intriguing Harvest.



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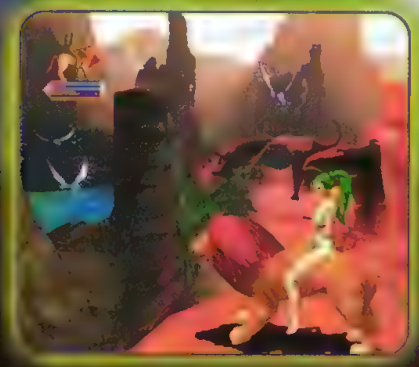
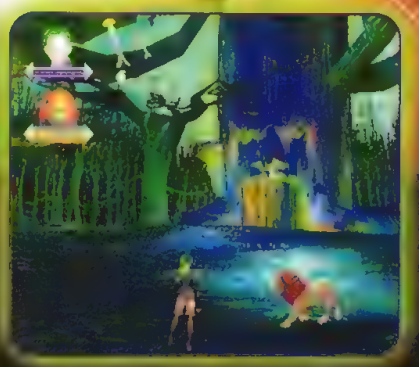


4 ways to play including Vikki riding Leo!



Fend off enemies with an arsenal of bows and arrows.

25 levels include castles, caves, volcanoes and more!

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PlayStation®2 computer entertainment system screen shots and features.

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- 25 challenging levels in 5 fantasy-filled worlds drenched in color with awesome graphics!
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RESIDENT EVIL -CODE: Veronica- X

PART 1

VERONICA ARRIVES ON THE PS2 WITH AN EXTRA LETTER, EXTRA CINEMAS, AND OTHER FEATURES OVER ITS DREAMCAST COUNTERPART. HERE, WE TAKE YOU THROUGH CLAIRE'S SCENARIO. BY MAJOR MIKE

Note: This ProStrategy Guide also applies to the Dreamcast version of the game, Resident Evil Code: Veronica.

ABOUT THIS GUIDE

NORMAL MODE

We played Veronica's Normal mode for this guide. Events in Easy and Very Easy modes may be different than those outlined here.

DIRECTIONS

Generally, we will give directions in terms of east, west, north, and south rather than right, left, up, and down. However, in some instances when fast action is required and there's no time to access the in-game map, we will use the terms left and right. In these instances, we will be referring to the character's left or right. The compass feature can be found under the Claire's Map submenu option, or you can press the Map button for instant access.

PART 1 (CLAIRE): THE ISLAND

PRISON B1F

COMBAT KNIFE

Claire awakens in a prison cell (1), and the only items in her inventory are a lighter and a Playing Manual file. First off, get the green herb from the northwest corner of the cell, then go to the guard standing by the bars. Use the lighter and the guard—Rodrigo—kindly releases Claire. Take the **combat knife** from the desk, then leave the prison cell. Collect the items in the next hallway (2), go to the end of the L-shaped passage, and climb the stairs.

PRISON 1F

THE GRAVEYARD

Make your way to the door located in the southeast corner of the cemetery. When you do, an explosion wakes the dead. Equip the combat knife and use it to clear any zombies from your path. Quickly exit the graveyard.

M93R HANDGUN

Leave the area (4) (see Prison 1F map) through the door along the east wall. In the next area (5), go up the short steps and through the door just up the short steps.

Once the zombies are out of the way (6), get the map off the north wall in the southeast corner of the room. In the room to the west (7) is a nasty surprise. First, collect the Prisoner's Diary off the second bunk to Claire's left, but don't take the box of handgun bullets next to the window in the northwest corner of the room just yet.

When you take the box of bullets, the zombie pounding on the window crashes into the room, and the other seemingly "dead" zombies spring to "life." After the zombies are disposed of, you can collect the **M-100P dual pistols**.

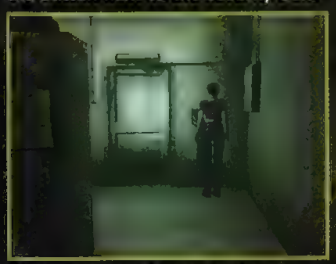
CONTROLLER LEGEND

PRISON 1F

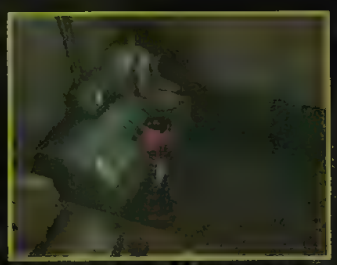
Return to the courtyard (5), head to the door along the southwest wall, and enter the next area (8).

SECURITY BOX

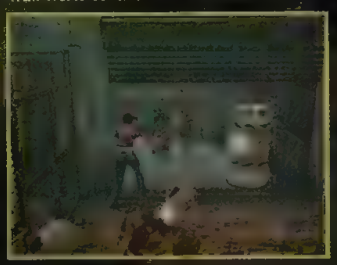
Keep in mind that this security box (9) is not linked to the item chest, and any items you put in this box will stay here until you retrieve them. If you accidentally go through the metal detector with a metal item in your inventory, the emergency doors will slam shut and keep you from going any further. To reset the alarm, press the button next to the security box.



Throw any metal items in the security box, then go down the passage. At the end of the passage, you'll find another security box and the User's Manual. Go through the door along the south wall. Take the Facility Entrance Fax and search the desk along the north wall to find the **hawk emblem** (10). Before you leave the room, throw the switch along the east wall next to the door—this sends power to the big steel door in (8). Return to the previous room.



Turn the enhanced 3D scanner along the north wall and put the hawk emblem inside it (9). Once that's done, go down the corridor, get your items from the security box, then leave the room. Once you're back at the yard (8), press the switch on the south wall next to the closed steel door.



When you press the switch, you'll have four zombies to deal with—two of them crash through the gate, and two are waiting on the other side of the steel door. When all the zombies are deactivated, get the **extinguisher** from the area that you just opened. Before you leave this area, get the **small padlock key** from the guillotine located inside the fenced-in area where the zombies were. Backtrack to the graveyard (3), but be ready for a couple of surprises during your trip.

After the two mutated dogs play dead permanently in the courtyard, go to the door against the northwest wall—but don't go through it. Instead, use the small padlock key that you found by the guillotine to open the gate to the south of that door. You've now created a shortcut.

Once you reach the graveyard (3), dispose of any zombies hanging around, and then use the extinguisher to douse the flames in the northeast corner.

Take the briefcase and examine it in your item inventory. You'll find a **TG-01 tile** and an accompanying TG-01 Product Description document. Return to the room with the enhanced 3D scanner (9).

Place the TG-01 tile in the enhanced 3D scanner, and a duplicate of the **hawk emblem** is engraved on the tile. Collect the "new" special alloy emblem and press the switch next to the security box to raise the shutters and open the corridor. Return to the first security box, which has all your weapons. Collect your weapons and leave the room—don't leave the extinguisher in the security box.

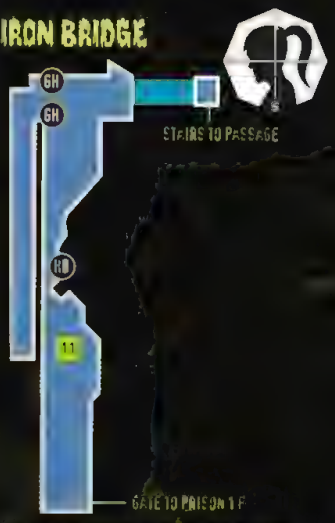
Your destination is now (4), where you can open the gate along the north wall with your special alloy emblem. However, zombies may be waiting for you here, so be sure to have a weapon equipped.

ITEM KEY

Throughout this guide and on the maps, you'll see letters that refer to items you can find in the various rooms. For example, "AR" refers to "Assault Rifle." Numbers refer to individual rooms located on each map.

	=	Gun Oil
	=	Typewriter
AC	=	Acid Rounds
AP	=	Air Horn Pistol
AR	=	Assault Rifle
AM	=	Auto Mag
AP	=	Army Pistol
AR	=	Assault Rifle
B	=	Briefcase
BA	=	Blue Gem Ammo
BC	=	Bar Code Sticker
BG	=	Blue Gem
BM	=	Blue Herb
BR	=	Bolt Thrower
BP	=	Blue Gun Powder
BR	=	Blue Gun Rounds
CK	=	Combat Knife
CL	=	Control Lever
D	=	Detonator
DC	=	Detonator Case
DO	=	Door Lever
FC	=	Emblem Card
EP	=	Eagle Plate
EV	=	Extinguisher Fluid
EX	=	Extinguisher
FA	=	First Aid Spray
FR	=	Flame Rounds
GE	=	Green Eye
GH	=	Green Herb
GK	=	Gold Key
GL	=	Grenade Launcher
GM	=	Gun Mount
GR	=	Grenade
H	=	Herb Bandage
HB	=	Handgun Bullets
HE	=	Hawk Emblem
HM	=	Submachine Machine
ID	=	ID Card
IR	=	Ink Ribbon
KA	=	Key Ant Object
KT	=	Key With Tag
LP	=	Lock Pick
MG	=	Music Box Plate
MK	=	Missing Key
MR	=	Machine Room Key
NP	=	Navy Pistol
PK	=	Padlock Key
PR	=	Plant Roll
RH	=	Red Herb
SD	=	Silver Dragonfly
SK	=	Shotgun Ammo
SL	=	Silver Key
SM	=	Submachine Gun
SP	=	Gun Parts
SR	=	Shotgun Rifle
SS	=	Shotgun Shells
SW	=	Sewing Wheel
TB	=	Tray of Blue Herbs
VH	=	Valve Handle

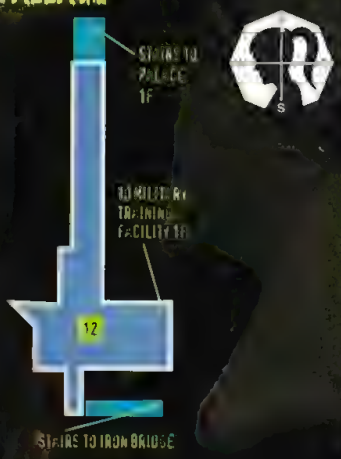
IRON BRIDGE



Go to the north end of the bridge (11) and look for the single crate near the north end. Push the crate to the north as far as it will go, then push it to the east as far as it will go. Climb on top of the crate that you just pushed. You can now cross to the stairs against the east wall.

PALACE 1F

PASSAGE



PASSAGEWAY

When you reach the top of the stairs (12), equip the M-100P and simultaneously blow away the two zombies. Once the passage is clear, go up the stairs at the end of the passage.

PALACE 1F

NAVY PROOF

You enter the Palace area (13) from the east side; dispose of the three mutated dogs. Take the **navy proof** at the top of the middle branch of the Palace grounds and enter the Palace. Once inside (14), climb the stairs to the second floor.

THE SECOND FLOOR

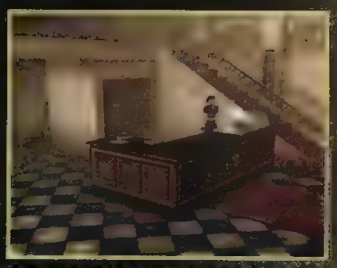
After the long set of stairs that leads to the second floor (see Palace 2F map), take the short flight to Claire's right (16), then go through the door against the south wall.

PALACE 2F

THE ITEM CHEST

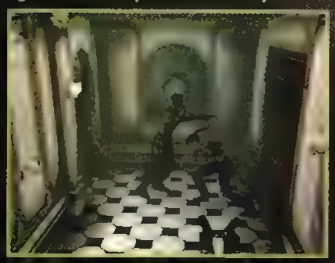
First off, put the extinguisher in the chest (17)—you won't need this item until later in the game—and take the Secretary's Note. Push the dresser located against the east wall to the north or south and take the **ID card**.

PALACE 2F



Return to the computer on the first floor (14), take a look at the back of the ID card that you collected from upstairs, and input the number NTC0394 into the computer.

Equip the lighter and go through the door against the west wall. Once you're inside (15), take the **Duralumin case** against the west wall. Don't worry about the bats fluttering overhead—as long as you have the lighter out, they won't attack you.



Go back to the main hall (14) and go through the door that you unlocked using the computer—it leads to a narrow corridor (18). Dispose of the zombies and go through the door at the east end of the hall.

Press the switch against the east wall (19) and watch the movie. Also, make a note of the models and weapons that are under glass.

After the secret passage opens in the northeast corner of the room, go inside the passage and take the **steering wheel** from off the ground. Put the wheel in your inventory and make for the exit of the Palace (14).

Return to the movie room (19) and examine the panel on the north wall. Solve the puzzle to unlock the secret passage (press C, E, and then Decide). Return to the lobby of the Palace and exit through the main doors (14). Once outside the Palace (13), go through the west gate.

PALACE B1F

THE SUBMARINE

At the bottom of the stairs (20), go underneath the staircase and take the Palace Map off the west wall. Insert the steering wheel into the pedestal in the southwest corner. Spin the wheel and then get on board the submarine (21). Once you're inside the sub, get the **side pack** and then press the lever across from the ladder.

AIRPORT 1F

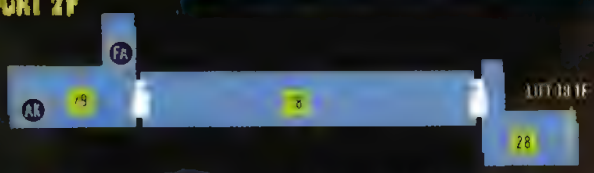
THE PLANE, THE PLANE!

When the sub reaches its destination (22), exit and go down the long corridor (23). At the end of the corridor is a room (24); take out the zombies. Equip the lighter and exit the room through the north door.

Press the switch (25) on the panel against the north wall to bring up the lift. If you're carrying the navy proof, insert it into the panel of the lift that you just raised. Return to the previous room (24) and go through the door that's furthest south along the east wall. Go across the long walkway (26) and through the door at the opposite end. Take the lift in the next room (27) to the floor above.

AIRPORT 1F

AIRPORT 2F



AIRPORT 2F

CRANES AND CRATES

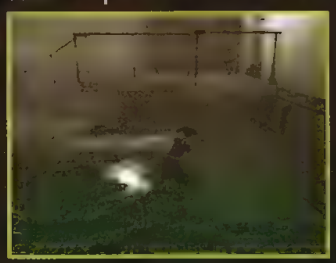
Exit the lift on the second floor (28) and examine the control panel. Move the crane forward, then to the left, and pick up the stack of crates that is blocking the control panel. Once the crates are successfully moved, take the lift back to the first floor (27). Go to the control panel on the west wall, get a weapon ready, and press the switch.

When you press the switch, a lift comes up with a **Biohazard card** and four zombies. After you've finished off the zombies, collect the items on the lift, go back across the long catwalk (26), and enter the submarine (22). Leave the Airport. Return to the Passage (12) and go through the door along the east wall.

MILITARY TRAINING FACILITY 1F

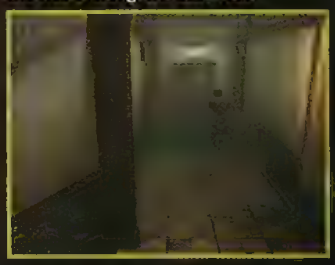
MEET THE WORM

When you enter the area in front of the Military Training Facility (29) (see Military Training Facility 1F map), a new monster—a giant worm—greets you. Run past the worm, enter the Facility (30), and then go through the door along the north wall that leads to a locker room (31). Search the place.



Two zombies are waiting in the sauna room (32). Once they're taken care of, jump into the pool of water and spin the wheel on the west wall to turn off the fountain. Search the area near the spout and take the small **key with a tag**. Return to the main hallway (30) and enter the room along the east wall.

When you enter (33), activate the panel along the north wall and then take the Military Training Facility Map from the photocopy machine. Go into the back room and use the small key with the tag that you found in the sauna to open the locker along the north wall. Exit the room, return to the main hallway (30), and ascend the stairs along the east wall.

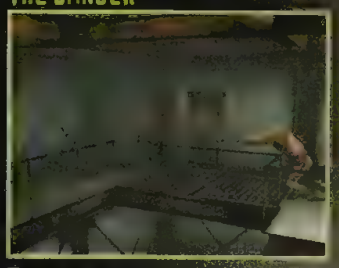


At the top of the stairs (34), go through the door at the north end of the hallway (see Military Training Facility 2F map).

MILITARY TRAINING FACILITY 1F

machine gun on the southwest corner of the catwalk you're on.

THE BANDER



Time to meet a new monster: the Bander! These one-armed beasts are slow, but they have great range. To easily defeat this monster, hit it with two to three explosive bow gun arrows. After you kill the Bander, descend the staircase on the west wall.

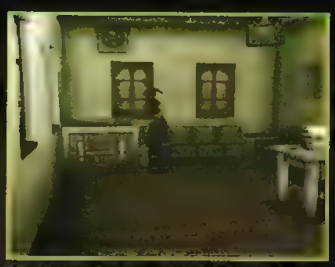
You're now on the first floor of the Military Training Facility (41). Go through the door at the bottom of the stairs. After you meet up with Steve, a lift takes you to the basement of the Military Training Facility (42) (see map on next page).

MILITARY TRAINING FACILITY 2F

BOW GUN

Take the **bow gun** off the desk (35), along with the Pass Number Memo. After you are kicked back to the main hallway (30), use the Biohazard card on the reader by the sealed door along the east wall. Go down the hallway and through the door at the east end.

Once you're inside the next area (36), get ready to move. The only way to escape the sniper fire is to get to the staircase along the east wall and climb it as fast as you can. You're now on the second floor of the Military Training Facility (37). Go through the door on the west wall.



Go down the corridor (38) and then go through the door on the north wall. You're now in another save room with an item chest (39). Collect the **hemostatic medicine**. Return to the long hallway (38) outside the save room and go through the door along the west wall. Once you're inside (40), collect the **sub**

MILITARY TRAINING FACILITY 2F

MILITARY TRAINING FACILITY B1F

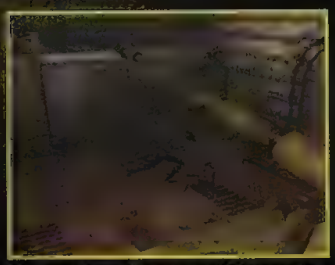
STEVE'S TURN

Now you briefly control Steve—who's armed with the sub machine gun (43). Steve can aim at two independent targets or concentrate his firepower on a single one—just use the L1 button to change his targeting. However, Steve can't collect any items. Clean out the room and go through the door along the north wall (44).

Return to (43) and go through the door along the south wall. Head for the door along the east wall, but before you exit the room, access Steve's item inventory and take a look at the photograph he's carrying.

When Steve reaches (46), you regain control of Claire and automatically take the elevator (47) to the second floor of the Military Training Facility (48). Follow Steve around the corner (49) and go through the door along the west wall. Go to Steve in the next room (50).

MILITARY TRAINING FACILITY B1F



You may have the two **gold Lugers** in your item inventory, but don't waste time trying to use them. Exit the room (51) through the door along the south wall. In the next area with the Tiger tank (52), unlock the door along the west wall—but don't go through the door.

Instead, return to the room where you left Steve (51) and exit the room through the door along the east wall. Enter this long hallway (54) through the door at the north end.

Take a look at the picture on the west wall (55) and collect the **eagle plate** off the south wall. Leave the room and return to Steve (51). Return to the courtyard with the Tiger tank (52) and go through the door along the west wall. In the next area (29), run past the giant worm and go through the door along the east wall.

When you reach the Passage (12), descend the stairs and head back to the Prison area. Your ultimate destination is the guillotine that you saw earlier in the game (8). Insert the eagle plate in the slot behind the guillotine on the south wall.

When you enter (57), exit the area through the door at the south end of the passage. Retrieve any items you left in the security box, and be sure to take the extinguisher and place it in an item chest.

Climb over the first crate (58), then push the crate from the other side to the north, away from the door it was blocking. Go through the now accessible door, and you'll find yourself in (10). Enter the adjacent room with the enhanced 3D scanner (9), and don't forget to reclaim any items that you left in the security box.

Go back outside (58), return to (57), and go through the door located in the northeast corner against the south wall. There are several items to collect in this grisly room (59); be sure to take a look at the model in the southeast corner of the room. Proceed into the next room through the door along the south wall.

Upon your arrival in the next room (60), take the items, including the **locked Duralumin case**. Return to the previous room (59).

Upon entering the room, walk toward the munching sound for a tough zombie battle. After you drop the zombie, take the **glass eye** and put it in the statue in the southeast corner. Equip the lighter and descend the staircase.

You're now in the other half of the Prison B1F section (61). Go down the long passage and through the door at the south end.

PRISON B1F

PIANO ROLL

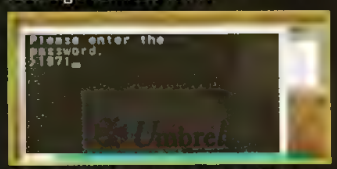
Go through (62) and descend the stairs along the east wall. The next room (63) has a simple puzzle. Take the **rusted sword** from the statue, and then run to the statue behind you and push the lever on the statue's side.

When the two statues are facing each other, the gas stops, the door unlocks, and an iron maiden is revealed. Take the rusted sword, insert it into the iron maiden, and get ready for a surprise.

Take the **piano roll** from the floor of the iron maiden. You can now leave these chambers of horror. It's finally time to use those golden Lugers. Your destination is now the save room on the second floor of the Palace (17).

When you arrive at the save room (17), put the gold Lugers and the lighter in your item inventory. Put the two pistols into the slots on the door in the northeast corner of the save room to unlock the door.

In the next room (64), read the file on the desk against the north wall. Make a note of the direction and the number of times that it says to spin the dial. Turn the computer on, and a light activates on the tall chest along the west wall of the room. Walk over to the chest and spin the dial according to the directions that you just read in the memo. Make a note of the numbers that the dial stops on after each required number of spins. You should end up with a four-digit number, 1971.



Return to the computer and input 1971 (the number you found). If you did everything correctly, the chest along the west wall should slide to the side and reveal a hidden passage. Exit the room through the door at the north end of the passage.

BRIDGE

BRIDGE TO NOWHERE

The Bridge is a simple long stretch of corridor (65); climb the stairs at the north end.

PRIVATE RESIDENCE 1F

HOUSE ON HAUNTED HILL

The moment you enter the area (66), climb the stairs to the front door of the Private Residence. Equip the lighter and go through the doors.

Once inside (67), enter the room along the west wall. Once you're inside the room (67A), use the lighter to start a fire in the fireplace along the north wall. Once that's done, leave the room and climb the stairs to the second floor.

PRIVATE RESIDENCE 2F

THE SILVER KEY

Follow the catwalk (68) and go through the door in the northwest corner. Try to leave one slot open in your item inventory—there's a valuable item to be collected on this floor. Don't worry if you don't collect all regular items scattered around the area (69); you'll return here later in the game. Enter the room farthest to the north (70). Examine the music player and close the lid; when you do, take the **silver key** that's revealed on the bed behind you.

Go to the room farthest to the south (71) and take the Message Card off the desk. Equip the lighter and head back to the staircase (68). Descend the stairs and leave the Private Residence. Head back to the save room on the second floor of the Palace (17).

The silver key you took from the Private Residence unlocks two doors in the Palace—one on the first floor, and one on the second. Take the music coil from the item chest (17) and unlock the west casino room on the second floor (72). Collect the items in the room and put the piano roll in the piano. Get the **king ant object** from the bottom of the slot machine and leave the room.

Head to the first floor of the Palace (14) and enter the north hallway (18). You may encounter some zombies, so have a weapon ready. Unlock the north door off the north hallway (18) and enter the room. Take the **second eagle plate** out of the slot in the center of the room's floor (73). You can also find Hunk's Report along the east wall.

LOCK PICK

Time to backtrack to the jail cell where the game started (1). Return to the save room on the second floor of the Palace (17), and put the hemostatic medicine and the lighter in your item inventory.

When you return to Rodrigo who freed you at the start of the game, you get a **lock pick**. Now you can open the two locked Duralumin cases that you found earlier, along with any locked cabinets.

GUN UPGRADE

Return to the save room on the second floor of the Palace (17) and use your new lock pick to open both locked Duralumin cases. To open the cases, examine each one in your inventory, rotate it until you're looking at the lock, and press the action button. One case contains the **M93R part** to upgrade the M93R handgun; the other has bow gun powder that can be fastened to bow gun arrows.

Put the following items in your inventory: Ten bow gun arrows tipped with bow gun powder, some health items, the eagle plate, the combat knife, the Biohazard card, the handgun, and some ammo. Since we're heading back to the Military Training Facility (29), we might as well take care of the giant worm that you encountered earlier. Go south down the Passage (12) and through the east door.

THE GIANT WORM

The best opportunity to attack the worm is when it surfaces and screams. However, don't stand in front of it when it's above ground. If you do, it will knock you down when it burrows back underground and you'll take some damage. Shoot it from the back or the side (limit yourself to one bow gun arrow), then run away. While the worm is tunneling, keep moving and stay away from the pile of dirt that shows its location. If you stand still, it will surface under you and inflict damage.

After the fourth bow gun arrow tipped with bow gun powder hits the worm, it surfaces, screams one last time, and then burrows away to another location. Enter the Military Training Facility.

Go to the end of the hall (30) and use the Biohazard card on the reader by the sealed door. Go through the door at the east end of the passage. Go up the stairs (36), insert the second eagle plate into the slot on the balcony (37), and then take the **emblem card**.

Go back down the stairs and to the northwest corner (36) of the area. Descend the ladder to the basement of the Military Training Facility (45). Use the emblem card to open the gate at the south end of the passage. Go through the door on the east wall. You're back at the room (43) that Steve blasted his way through when the two of you met last. Use the emblem card to open the south gate and take the **grenade launcher**.

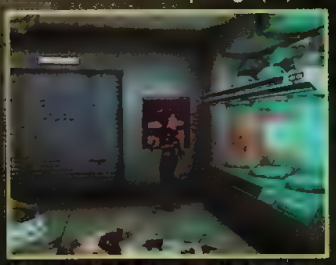
Go to the room to the north (44) and use the lock pick to open the locked cabinet along the east wall. Take the item.

Return to (45) and go through the door against the east wall and down the next corridor (46). Take the elevator at the east end of the passage (47) to the second floor (48). Once you're out of the elevator, use the emblem card on the reader next to the big steel door along the north wall (49).

Go up the short flight of steps against the east wall and take a look at the monitor. Examine the computer terminal against the north wall and take the **army proof**. There's also a switch on the terminal—push it to turn on the security monitors.

You now control a surveillance camera that's mounted in a laboratory on the second floor. Pan right and zoom in on the skeleton picture hanging on the wall. Make a note of the number scrawled on the picture, 1126. Unlock the door along the west wall and exit the room through that door.

Now you're back on the balcony where Alfred shot at you earlier (37). Make a detour to the save room (39) located on this floor. Use the Biohazard card to open the steel door at the west end of the passage (38). Go to the first floor (30) and use the Biohazard card to open the door. Go up the stairs and through the door at the north end of the passage (34).



Once inside (35), go to the door on the west wall and input the number that you saw with the surveillance camera earlier. There are two items to be collected in this room (74): the **skeleton picture** and some acid rounds. Grab the acid rounds first, then the picture. You then have less than 40 seconds to get to the first floor. Make a quick exit.

When you safely reach the first floor (30), go back outside to the area where you fought the worm (29). Go to the courtyard with the Tiger tank (52), through the room to the north (51), and into the long corridor to the east (54). At (55), put the skeleton picture on the south wall. Examine the model and take the **gold key**. Backtrack to the Passage (12), go north, and then go to the first floor of the Palace.

Go through the long passage north of the main hall (18) and use the gold key to unlock the door in the southeast corner. Collect the Memo to the New Master in front of the painting hanging on the east wall of this room. Take a look at the five paintings on the walls of this room (75). In order to unlock the treasure in this room, read the Memo to the New Family Master that you just collected. Press the buttons under each painting in the following order:

1. **"A beautiful woman is holding a tea set."**
2. **"A middle-aged man is with red-haired twins."**
3. **"A red-haired man is holding a tea set."**
4. **"It's a picture of a red-haired man. An earthenware plate is also illustrated."**
5. **"It's a man's portrait. An earthenware vase is also illustrated."**
6. **"It's a picture of a man. A pure white candlestick is also illustrated."**
7. **"It's the same child seen on the projector film..."**

When you're done pressing the switches under the paintings, press the switch under the painting hanging on the east wall. Examine the earthenware vase in your item inventory and find the **queen ant object** inside it. Return to the save room on the second floor of the Palace (17), and put the queen and king ant objects in your inventory. Exit the room through the north door and make your way to the Bridge (65).

Walk slowly to the north end of the Bridge and then climb the stairs. Enter the Private Residence (66). Climb the stairs to the top (68), and go into the next area (69) and into the northmost room (70).

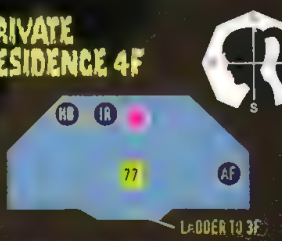
Put the queen ant object on top of the music player, and, when it opens, remove the **music box plate** (70). Head to the room next door (71) and put the king ant object on top of the music player. When the player opens, put the music box plate inside of it. Climb the ladder that is revealed to the third floor.

PRIVATE RESIDENCE 3F

SILVER DRAGONFLY

The most important item to collect here (76) is the **silver dragonfly**, which can be found against the north wall. Examine the dragonfly in your item inventory, detach the wings, and the item becomes a key that you can insert into the south wall. After you insert the key, climb the ladder in the middle of the room to the fourth floor.

PRIVATE RESIDENCE 4F



AIR FORCE PROOF

First things first: Push the crate against the east wall (77), climb on top of the crate, and get the Confession Letter and the **air force proof**. You can find the Newspaper Clip on the opposite side of the room. After collecting all the items, go to the second floor. Although you went up the ladder in (71), you come down in (70). Follow Alexia Ashford into the next room (71) and inspect the wig that's on top of the music player.

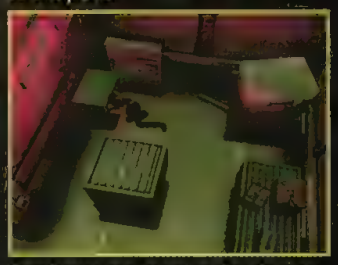
PLANE TO CATCH

Now you must get to the Airport (25) as fast as possible. Your immediate destination is the save room at the Palace (17), where you need to stock up on a few things. Upon your arrival at the save room (17), grab all the proofs you have and head off to the Airport.

Take the submarine (21) to the Airport (22). Head into the next room (25) and place the remaining proofs into the slots on the lift. Once that's done, press the button on the lift that delivers you to the plane. Get the **control lever** off the floor (78) and then exit the plane.

Head for the east end of the long walkway (26). When you reach the room at the end (27), take the lift to the second floor of the Airport (28). Insert the control lever into the machine (78) and throw it—this raises the walkway from the floor below. Run to the room at the west end. Get the **Airport key** from among the corpses (79), then open the cabinet in the northeast corner of the room and take the first-aid spray.

Return to (27) and use the Airport key that you just found to open the door along the east wall. In the next room (80) is an item chest. Take the grenade launcher and load it with at least six acid rounds. Also, take the three BOW gas rounds and some health items. Unfortunately, Claire must take the long way back to the plane.



Two boxes are jamming the elevator door. Using the camera angle as a guide, push the box to the right into the elevator, and then push the box to the left all the way over to the right and into the elevator. When the elevator door closes, enter the elevator (81), which lets you out in front of the Military Training Facility (82). The moment you step into the elevator, you have five minutes to get to

the plane. When the elevator stops, return to the Passage (12), equip the grenade launcher, and then head to the steps at the north end.

FIGHTING TYRANT

Tyrant walks toward you very slowly—slow enough that you can drop him with a combination of BOW gas and acid rounds from the grenade launcher, followed by regular bow gun arrows. When Tyrant enters, a wall of fire seals off the south end of the Passage. If Tyrant isn't stopped before he reaches Claire, he'll punch her into the fire, where she'll be burned alive.

Hit Tyrant with two BOW rounds, and, when he falls to one knee, switch to acid rounds and keep firing until he falls face-down to the ground. One caveat: When Tyrant is on his knee, don't try to rush past him. If you do, he'll hit you back and inflict damage.

Get to the submarine at the Palace (21) and take it to the Airport (22). Once you arrive, get to the plane (78) and leave the island.

TYRANT REDUX

Tyrant is back for a rematch, and you must do battle in the small, confined rear area of the plane (83). The small battlefield poses several big problems—worst of which is the open rear area of the cargo hold. If Tyrant hits you toward the opening, you'll fall out of the plane and die. You can't run back to the cockpit once you enter the cargo area. At the start of the fight, Claire is standing in a recess next to a large crate.

To start, stand over in the left corner of the plane, hit Tyrant with five bursts from the handgun, and then run around him to the right and past him. Quickly reload the handgun. Stand near the rear of the plane in the left corner—but not on the ramp—and hit Tyrant with five more bursts from the handgun.

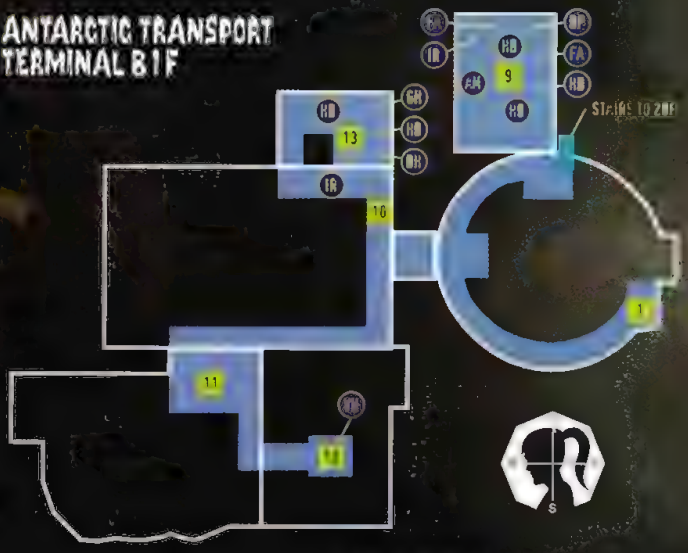
You can't defeat Tyrant with firepower alone—you can only weaken him enough to throw him out of the plane. It takes approximately 150 handgun rounds to weaken Tyrant enough to shove him out of the plane.

After every five bursts from your handgun, enter your item inventory and quickly reload—each burst from your handgun fires three rounds of ammunition. When Tyrant gets close, you must run past him; the best time to do this is when he staggers after receiving continuous gunfire. Keep moving and stop only to empty handgun rounds into Tyrant. The more Tyrant bleeds, the more damage you're inflicting. After putting about 150 rounds into Tyrant, press the switch by the door that leads to the cockpit.

However, if you press the switch prematurely, Tyrant will push the crate back to the front of the plane, and you must wait almost one minute before you can press the switch again. The only time you should prematurely press the switch is if you are trapped in the recess, there's nowhere to run, and you need to put some distance between you and Tyrant.

PART 2 (CLAIRE): THE ANTARCTIC

ANTARCTIC TRANSPORT TERMINAL B1F



SOUTH POLE

The action now switches to the Antarctic. After the plane crashes (1), head to the west end of the catwalk and take the ladder to the level below. Go to the north end of the circular catwalk and descend the stairs.

COLD IN HERE

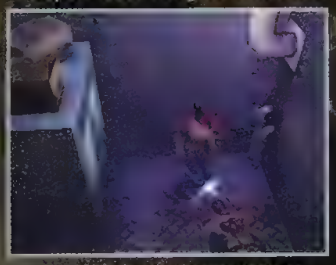
At the bottom of the stairs (2), go through the door at the west end of the hall and into the save room (3). Push the bookshelf against the west wall and enter the secret anteroom. Inspect the locker against the north wall and take the Butler's Letter. Collect the items inside the room—including Alexander's Memo along the north wall—and use the item chest if necessary.

Return to the previous passage (2); go south and through the door along the west wall. Before you reach the door, a new monster appears—a big moth. These moths can poison you by inserting a stinger in your back or by hitting you repeatedly with a cloud of poison pollen. If you get poisoned, you can cure yourself with the tray

ANTARCTIC TRANSPORT TERMINAL B2F

of blue herbs located across from the far south door near the end of the corridor.

When you enter the next room (4), clear out all the zombies, unlock the locker in the northeast corner, collect the items, and then go through the "Weapon" door along the north wall.



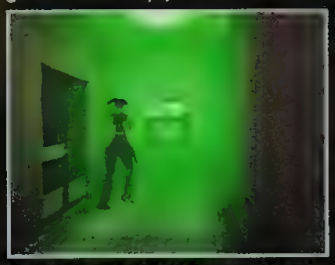
The next room (5) is very dark, so pay attention to audio cues that signal approaching zombies. Get the **mining room key** off the conveyor belt along the south wall, then go around the wall and pick up the **detonator** from the dead guard. Put the detonator in the lock of the nearby locked cabinet. Inspect the lockers along the west wall and take the **assault rifle**. Leave the room. From the previous room (4), go through the "B.O.W." door along the south wall by the southwest corner.

The most important item to collect is the **bar code sticker**; you can find it on a crate along the west wall (6). Return to the previous room (4) and place the bar code sticker that you just found on the side of the crate sitting on the assembly line.

Go up the short flight of steps along the south wall and use the mining room key you found earlier to unlock the door at the top. Go to the door along the east wall at the south end of the next passage (7).

Once inside the next room (8), look for the control panel that starts the generator—you can find it near the northwest corner of the room. When you find it, throw the lever, and the generator kicks in. Go to the panel in the middle of the room and throw the lever. Now that you can see better, be sure to collect all the items in the room, and then head for the exit.

Go through (7) and return to the box that you placed the bar code sticker on (4). Press the switch on the panel hanging on the wall to the east of the box, then throw the lever to start the assembly line rolling. You've just sent two crates to two destinations: a gas canister to the B.O.W. room (6) and a Colt Python to the Weapons room (5). Unfortunately, a fire has broken out in the Weapons room that prevents Claire from collecting the lethal pistol. Don't try to put out the fire with the extinguisher—it's empty.

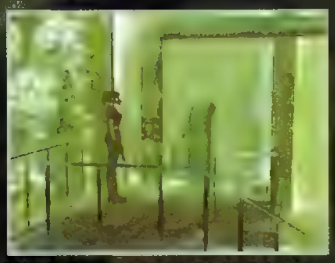


Head off to the B.O.W. room (6) and get the **gas mask**. Return to the save room (3) and press the switch that you discovered in the locker against the north wall. Enter the secret room and take the plant pot that's against the east wall. Examine the pot in your item inventory and take the **machine room key** that's taped to the bottom. Before you leave the save room, put the shotgun shells into the item chest.

Head back upstairs and enter the room next to the staircase (9). Take the map off the west wall of the room and collect any other items, including the Worker's Diary. Return outside (1) and follow the catwalk to the door against the west wall. Go through the door.

You're now on the balcony (10) overlooking the conveyor belt room. Go over to the door along the south wall and use the machine room key that you found taped to the bottom of the plant pot to open the door.

Go through the next room (11) and enter the door along the east wall. Walk to the end of the platform (12) and get the **valve handle**. Exit the room.



Head downstairs to (7). Inside the room, climb the two ledges along the west side of the room, then climb the short flight of steps and examine the pipe on the west wall. The valve on the pipe requires an eight-sided valve handle. Time to backtrack.

Return to the balcony over the conveyor belt (10) and go to the door along the north wall. Pay no attention to the zombie that's locked inside the cage (13)—you can't shoot it, and it can't get to you.

Take the valve handle that you just found to the machine in the corner of the room. Put the valve handle on the machine. Return to the save room (3).

PREPARATIONS

At the save room (3), go to the item chest and put the following items in your inventory: the valve handle, the gas mask, the combat knife, and health items.

You're at one of the most crucial points in the game—what you do now directly affects future events, and anything that Claire leaves in the item chest can be used by Chris later in the game. Save your game, leave the save room (3), and then go down the adjacent passage (2) and into the conveyor belt room (4).

Enter (4) and go through the door at the top of the short flight of stairs located against the south wall. Climb up the two ledges (7) and then use the eight-sided valve handle on the valve. You can now leave the base—but before you do anything, and we mean anything, climb down the two ledges and take the **MR7 sniper rifle**.

ANTARCTIC TRANSPORT TERMINAL 1F

"NOSFERATU"

Playing as Claire (14), collect the items on top of the platform, equip the sniper rifle, and then start down the stairs on the south side of the platform to start Claire's final boss battle. The weapon of choice is the sniper rifle, and the target is the monster's beating heart—not its head. The sniper rifle is unlike any other weapon in the game; when you aim with the R1 button, the camera changes to first-person view for as long as you hold the button.

Not only does the long tentacle growing out of Nosferatu's head give it a decent range of attack, but it also drops little gas pellets around the landing pad. These pellets form clouds of toxic gas that can be harmful to Claire, and if the clouds hit her several times, they put her into permanent "poison" that no herb combination can cure.

Unfortunately, you have only seven shots in the sniper rifle, and you can't reload it. The prevalent fog and blowing wind are also big problems—it's very difficult to squeeze off a precise shot unless you're in close to the monster. However, don't get too close; if you do, the monster will dig the sharp end of its tentacle into Claire's back and fling her a good 10 feet across the landing pad or off one of the edges to her death.

If you're standing near the edge of the landing pad and the monster hits you, you can easily slide off the edge to your death. Try to move around the yellow "H" that's painted on top of the landing pad and stay away from the edge.

When you have the monster's beating heart in your sights, pull the trigger when the center peak of the "W" crosshair is lined up with its heart. When you hit the monster dead-on, it will hiss and stagger backward. It takes three dead-on sniper shots to topple this monster.

If you fire all seven sniper rounds and the monster is still standing, equip the combat knife and run in for an up-close and personal final blow. If you hit the monster twice dead-on with the sniper rifle, a few slashes with the knife should finish it off.

This is the end of Claire's adventure...for now. (However, if Claire is in "poison" status at the end of this fight, it will affect future events in the game.) Chris takes over for the second half of the game.

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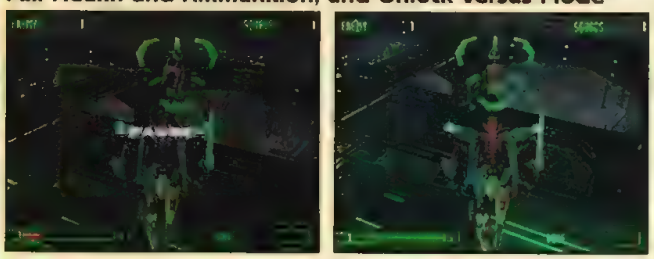
READER TIP OF THE MONTH

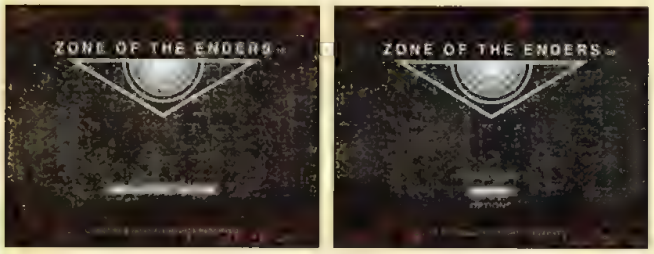
PlayStation 2

Zone of the Enders

Full Health and Ammunition, and Unlock Versus Mode



Full Health and Ammunition: Pause the game, then **press L1, L1, L2, L2, L1, R1, L1, R1, R2, R1**. If you entered the code correctly, you'll hear a sound and your health meter will be replenished.



Unlock Versus Mode: At the title screen, **press ○, ×, Right, Left, Right, Left, Down, Down, Up, Up**. If you entered the code correctly, you'll hear a sound and Versus mode will be available at the main menu.

Jerry Alex Sousa—Waterbury, CT

PlayStation 2/DVD Player

Bring It On

Hidden Message From the Director

At the main menu screen, highlight "Languages," then **press** ×. At the Languages menu, highlight "Menu," then **press Right**. If you entered the code correctly, the cone on the lower-right side of the screen will turn red; when it does, **press** × to watch a message from the movie's director, Peyton Reed.

Game Boy Advance

Tony Hawk's Pro Skater 2

Unlock Spider-Man, Zoom Camera Mode, and More

Pause the game, then enter any of the following codes to unlock these cheats. If you entered the code correctly, the screen will shake.

All Levels and Maximum Money: Press and hold R, and then press B, A, Left, Down, B, Left, Up, B, Up, Left, Left.

Cheats Menu: Press and hold R, and then press B, A, Down, A, Start, Start, B, A, Right, B, Right, A, Up, Left.

Note: To access the cheats menu after unlocking it, quit to the main menu, select Options, then choose Cheats.

No Blood: Press and hold R, and then press B, Left, Up, Down, Left, Start, Start.

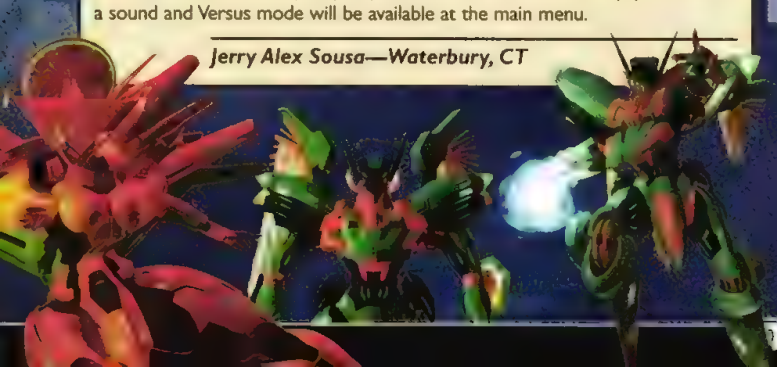
Set Timer to Zero: Press and hold R, and then press Left, Up, Start, Up, Right.

Unlock All Levels: Press and hold R, and then press A, Start, A, Right, Up, Up, Down, Down, Up, Up, Down.

Unlock Spider-Man: Press and hold R, and then press Up, Up, Down, Down, Left, Right, Left, Right, B, A, Start.

Zoom Camera Mode: Press and hold R, and then press Left, A, Start, A, Right, Start, Right, Up, Start.

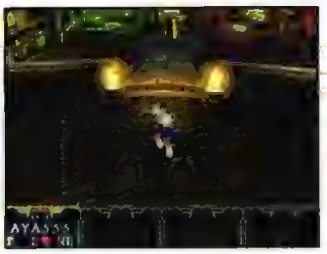
Gabriel Guarente—Yonkers, NY



PlayStation 2

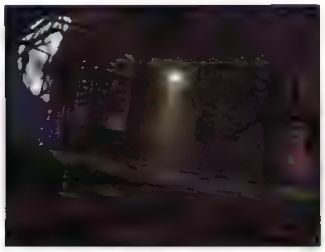
Gauntlet: Dark Legacy

Hidden Characters, Invulnerability, and More



Start a new game, then enter any of the following as a name to unlock these cheats. If you entered the code correctly, you'll immediately start the game as the unlocked character or the cheat will be enabled when you start a game as normal.

Dwarf as Large Jester:	ICE600
Dwarf in Bondage Outfit:	NUD069
Infinite Extra Speed:	XSPEED
Infinite Full Turbo:	PURPLE
Infinite Growth and Shrink Enemies:	DELTA1
Infinite Halo and Levitate:	1ANGEL
Infinite Rapid Fire:	QCKSHT
Infinite Reflecting Shots:	REFLEX
Infinite Three-Way Shots:	MENAGE
Infinite X-Ray Vision:	PEEKIN
Invisibility:	000000
Invulnerability:	INVULN
Jester as Punk:	PNK666
Jester With Chainsaw:	KJH105
Jester With Smiley Face:	STX222
Knight as Football Player:	RIZ721
Knight as General:	BAT900
Knight as Ninja:	TAK118
Knight as Waitress:	KAO292
Knight in Black Armor:	DARTHC
Knight in Black Shirt and Jeans:	CSS222
Knight in Dark Street Clothes:	ARV984
Knight in Karate Uniform:	SJB964
Knight in Street Clothes With Bald Head:	STG333
Knight in Street Clothes With Baseball Cap:	DIB626
Play as Chicken:	EGG911
Start With 9 Potions and 9 Keys:	ALLFUL
Start With 10,000 Gold Pieces:	10000K
Super Shot with Large Crossbow:	SSHOTS
Valkyrie as Cheerleader:	CEL721
Valkyrie as Grim Reaper:	TWN300
Valkyrie as Japanese Schoolgirl:	AYA555
Warrior as Ogre General:	CAS400
Warrior as Orc General:	MTN200
Warrior as Rat General:	RAT333
Wizard as Alien:	SKY100
Wizard as Garm:	GARM99
Wizard as Infested Garm:	GARM00
Wizard as Pharaoh:	DES700
Wizard as Sumner:	SUM224



View All Full-Motion Video Sequences: Insert the game disc, then **press and hold** × while the game is loading. If you entered the code correctly, all FMV sequences will play after the legal information screen appears. **Press** × to skip to the next FMV sequence.

Ashkon Roozbehani—Boston, MA

GAUNTLET DARK Legacy

Game Boy Advance

Earthworm Jim

Skip Levels

Pause the game, then enter any of the following codes to skip to the corresponding level. If you entered the code correctly, Jim will say, "Groovy," and you'll automatically go to that level.

Buttville: Press L, A, Up, R, A, R, A, Select.

Down the Tubes: Press Up, L, Down, A, R, A.

Level 5: Press R, L, A, B, B, A, L, R.

Snot a Problem: Press R, Up, Select, L, R, Left.

What the Heck: Press Select, R, B, Down, L, B.

Game Boy Advance

Pitfall: The Mayan Adventure

Unlock All Levels

At the main menu, **press L, Select, A, Select, R, A, L, Select.** If you entered the code correctly, the screen will read, "Forest !." **Press and hold Select, and then press L or R** to cycle through the levels.

Dreamcast

Crazy Taxi 2

Disable Arrow Indicator, Expert Mode, and More

Change Views: During a game, **press and hold Start** on Controller C, then, on the same controller, **press Y or X** for alternate panning views—or **press B** to toggle the view between first person, rear, or front right tire.

Disable Arrow Indicator: At the driver select screen, **simultaneously press Start and A.** If you entered the code correctly, the bottom-right corner of the screen will read, "no arrows."

Disable Destination Indicator: At the driver select screen, **press and hold Y, and then press A.** If you entered the code correctly, the bottom-right corner of the screen will read, "no destination mark."

Expert Mode: At the driver select screen, **simultaneously press and hold Start and Y, and then press A.** If you entered the code correctly, the bottom-right corner of the screen will read, "EXPERT."

PlayStation 2/DVD Player

Big Trouble in Little China: Special Edition

Summer 1986 Movie Trailers

On Disc 2, at the Special Features menu, highlight "More," then **press** ×. At the second Special Features page, highlight "Richard Edlund Interview," then **press Left**, which should highlight a pair of eyes on the left side of the screen. With the eyes highlighted, **press** × and a Summer 1986 marquee appears with movie trailers for *The Fly*, *Aliens*, and, of course, *Big Trouble in Little China*.

PlayStation

Mat Hoffman's Pro BMX

Infinite Special, Unlock Grandma, and More

Pause the game, then enter any of the following codes to unlock these cheats. If you entered the code correctly, the screen will shake.

Add Eight Minutes to Clock: Press and hold L1, and then press □, **Up,** ○, ×.

Fat Tires: Press and hold L1, and then press Down, ○, ○, **Down.**

Infinite Special: Press and hold L1, and then press Left, Down, △, ○, **Up, Left,** △, □.

Multiply Points by 10: Press and hold L1, and then press □, ○, ○, **Up, Down, Down.**

Perfect Balance: Press and hold L1, and then press □, **Left, Up, Right.**

Special Grind Meter: Press and hold L1, and then press Left, ○, □, △, □, ○, ×.

Unlock Grandma: Start a run in Career mode. Pause the game, then select Retry. Repeat this nine times. If you entered the code correctly, the words, "You ride like a grandma" will appear onscreen and Grandma will be unlocked.

Pat Nash—Aurora, IL

Game Boy Advance

Iridion 3D

Unlock All Levels

At the main menu, select Password. At the Password screen, then enter `*S3L3CTON*` as a password. Select "OK," and you return to the main menu. Return to the Password screen, then enter `*SHOWT1M3*` as a password and select "OK." If you entered the code correctly, you'll automatically go to the Options screen and all levels will be available, as will the option to start the level at the boss.

PlayStation

Supercross

All Joke Riders, Exploding Text, and More

At the Main Menu, select Game Options, and then choose Enter Codes. At the Enter Codes screen, enter any of the following passwords to unlock these cheats. If you entered the password correctly, the name of the cheat will appear onscreen.

All Joke Riders:	JOKERIDERS
Astro Nut:	ONESMALLSTEP
Bones:	MARROWMAN
Brave Scotsman:	PLAIDROCKS
Dr. Invizzo:	LOOKMANOBODY
Ecko Rider:	WWWECKOCOM
Exploding Text:	EXPLODE
Freedom Fighter:	AMERICAN
Happy Smiley:	HAVEANICEDAY
Harry Bigfoot:	MMMSQUIRREL
Johnny O'Mara:	4XUSMXDNCHAMP
M-34 Robot:	METALDUDE
Moto Samurai:	HONORFIRST
No Bikes:	NOBIKES
No Riders:	NORIDERS
Sarcophagus Jones:	PYRAMIDSCHEME
Short Track Fences:	LOFENCES
Smitty Sugarlegs:	ENDZONEDANCE
Some Guy:	WHOSTHAT
Space Overlord:	BUNGAVEE
Spit Polish:	THREEPIECESUIT
Unlock Launching Pad Track:	OSSFMOGLFM

Cory Dickerson—Lower Burrell, PA

PlayStation 2

Crazy Taxi

Change Views, Secret Push Bike, and More

Another Day Mode: At the driver select screen, highlight your character and **press R1, then simultaneously press and hold R1 and** ×. If you entered the code correctly, the bottom-left corner of the screen will read, "another day" when you start a game.

Change Views: During a game, **simultaneously press and hold L1 and R1, and then press ○ on Controller Two.** Repeat this to switch to the rear view. For a panning view, **simultaneously press and hold L1 and R1, and then press △ on Controller Two.** To switch back to normal view, **simultaneously press and hold L1 and R1, and then press** ×.

Disable Arrow Indicator: At the main menu, select either Arcade or Original game mode. At the time limit selection screen, **simultaneously press and hold R1 and Start. Continue to hold the buttons until the character selection screen appears, then release the buttons** and select your character. If you entered the code correctly, the bottom-left corner of the screen will read, "no arrows" when you start a game.

Disable Destination Indicator: At the main menu, select either Arcade or Original game mode. At the time limit selection screen, **simultaneously press and hold L1 and Start. Continue to hold the buttons until the driver select screen appears, then release the buttons** and select your character. If you entered the code correctly, the bottom-left corner of the screen will read, "no destination mark" when you start a game.

Display Speedometer: During a game, **simultaneously press and hold L1 and R1, and then press □ on Controller Two.** If you entered the code correctly, a speedometer will appear at the bottom-right corner of the screen.

Expert Mode: At the main menu, select either Arcade or Original game mode. At the time limit selection screen, **simultaneously press and hold R1 and L2, and then press Start. Continue to hold the buttons until the driver select screen appears, then release the buttons** and choose your driver. If you entered the code correctly, the bottom-left corner of the screen will read, "EXPERT" when you start a game.

Secret Push Bike: At the driver select screen, **simultaneously press L1 and R1. Release the buttons, then simultaneously press L1 and R1 again. Release the buttons** and select your driver. If you entered the code correctly, your taxicab will be replaced by a push bike.

PlayStation 2

Star Wars Super Bombad Racing

All Racers Are Kaadus, Select Language Mode, and More

At the main menu, enter any of the following codes to activate these cheats. If you entered the code correctly, the name of the cheat will appear onscreen or the text will change to that of the selected language.

All Racers Are Kaadus: Press L1, R1, L2, R2.

All Racers Are Shaaks: Press Up, Right, Down, Left, Select.

Battle Droid Language Mode: Press Select, Select, Select, Up.

English Language Mode: Press Select, Select, Select, ○.

French Language Mode: Press Select, Select, Select, R2.

German Language Mode: Press Select, Select, Select, L1.

Infinite Boost Mode: Press L1, R2, L1, R2, □, Select.

Italian Language Mode: Press Select, Select, Select, L2.

Jawa Language Mode: Press Select, Select, Select, □.

Spanish Language Mode: Press Select, Select, Select, R1.

Unlock Space Freighter Arena: Press L1, R1, Select, ○.

Gregory Chernick—Toronto, Ontario

PlayStation 2

Twisted Metal: Black

Invincibility

Start a game in Story, Challenge, or Endurance mode. During gameplay, and not while the game is paused, **simultaneously press and hold R1, R2, L1, and L2, and then press Right, Left, Down, Up.** If you entered the code correctly, "Invulnerability On" will appear at the top of the screen and you'll be invincible for the rest of the game. To turn off invincibility, repeat the code.

PlayStation 2

4x4 Evolution

Normal Speed, Slow Motion, and Warp Speed Modes

At the Main Menu, enter any of the following codes to unlock the corresponding cheat. If you entered the code correctly, the name of the cheat will appear onscreen.

Normal Speed Mode: Press L1, L2, R1, R2, ○, ○.

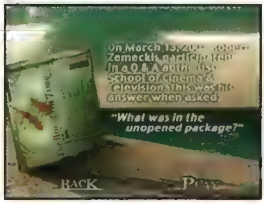
Slow Motion Mode: Press L1, L2, R1, R2, □, ○.

Warp Speed Mode: Press L1, L2, R1, R2, □, □.

PlayStation 2/DVD Player

Cast Away

FedEx Package Contents Revealed

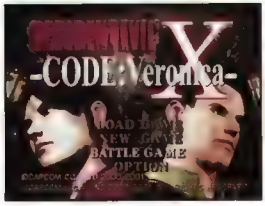


Insert Disc Two and, at the Special Features menu, highlight "Video and Stills Galleries," then **press** ×. At the Video and Stills Galleries menu, under the Storyboard Galleries sub-menu, highlight "Raft Escape," then **press Left.** If you entered the code correctly, a pair of wings encircled by three horizontal blue rings will appear on the left side of the screen. With the wings present, **press** ×. If you did everything correctly, the rings will turn red and you'll go to a hidden screen where the contents of the FedEx package—that was sealed for four years in the movie—are at long last revealed.

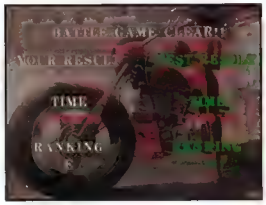
PlayStation 2

Resident Evil Code: Veronica X

Battle Game and Hidden Characters in Battle Game



Battle Game: Finish the game on Normal mode. After the credits roll and the Ranking screen passes, the phrase, "Battle Game!!" appears. Return to the main menu, and a new play mode, Battle Game, appears between New Game and Options.



Play as Claire in a New Costume in Battle Game: Finish a Battle Game as Claire, and, at the Player Select screen, you can choose to play as Claire in a new costume.

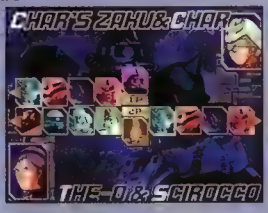
Play as Steve Burnside in Battle Game: During the game, while playing as Chris, solve the puzzle in the save room and obtain the Luger Replica (open the drawers in the following order: red, blue, green, brown). Finish the game on Normal mode. After the credits roll and the Ranking screen passes, the phrase, "Battle Game!!" appears. Return to the main menu, and a new play mode, Battle Game, appears between New Game and Options. Cycle through the selectable characters, and you can play as Steve Burnside.

Play as Wesker in Battle Game: Finish a Battle Game as Chris once, and, at the Player Select screen, Wesker will be added to the lineup of playable characters.

PlayStation

Gundam Battle Assault

Unlock Char's Zaku in Vs. Mode



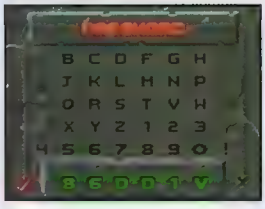
At the main menu, **press Left, Up, Right, Down, □, △, ○.** If you entered the code correctly, you'll hear a sound. Select Vs. Mode, and Char's Zaku will be available at the character selection screen.

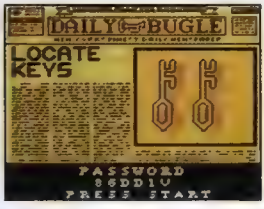
Bryan Green—Hartford, CT

Game Boy Color

Spider-Man 2: The Sinister Six

Level Passwords





At the main menu, select Continue to go to the Password screen. At the Password screen, enter these passwords to unlock the corresponding levels. If you entered the password correctly, the check mark to the left of the password will turn orange and you will automatically start that level.

Level 2:	5TFX3W
Level 3:	4T3!3W
Level 4:	FS!H3M
Level 5:	TSNT9G
Level 6:	86DD1V

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9. NCAA Football 2002
10. NASCAR Heat 2002

PlayStation

1. Mat Hoffman's Pro BMX
2. Driver 2
3. NFL GameDay 2002
4. The Simpsons Wrestling
5. Tony Hawk's Pro Skater 2
6. Disney's Atlantis: The Lost Empire
7. Digimon World 2
8. Alone in the Dark: The New Nightmare
9. Digimon Digital Card Battle
10. World's Scariest Police Chases

Game Boy Advance

1. Tony Hawk's Pro Skater 2
2. Super Mario Advance
3. Castlevania: Circle of the Moon
4. Rayman Advance
5. Jurassic Park III: The DNA Factor

Dreamcast

1. Sonic Adventure 2
2. Crazy Taxi 2
3. 18 Wheeler: American Pro Trucker
4. World Series Baseball 2K2
5. Tony Hawk's Pro Skater 2

Nintendo 64

1. Tony Hawk's Pro Skater 2
2. Mario Party 3
3. Pokémon Stadium 2
4. Mario Tennis
5. The World Is Not Enough

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- **ProStrategy: Resident Evil Code: Veronica X—Part 2**
- **ProReview: Madden NFL 2002**

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Star Wars Rogue Leader: Rogue Squadron II

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